

Super Moves
Guide
For Ready 2 Rumble



Game Informer

MAGAZINE

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October 1999
Vol. IX • Issue 10

#78



READY TO BLOW?

Will Dreamcast Launch A Revolution...

...Or Is It A Time Bomb Waiting To Explode?



Borrring.



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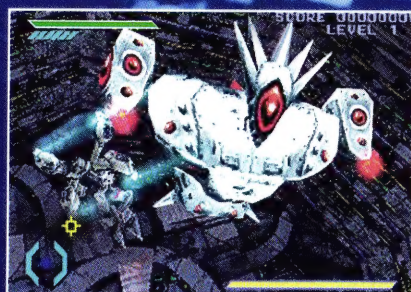


www.playstation.com

Introducing Omega Boost. Why go to all the trouble of being weightless if you can't blow up a bunch of space crap?



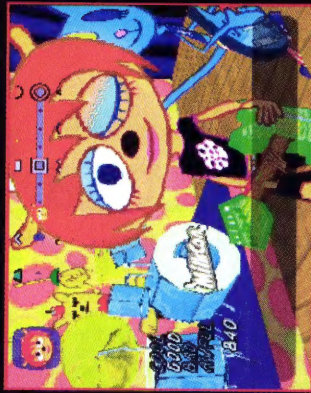
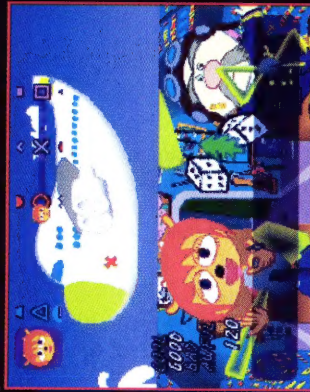
While the engineers at NASA might have been shortsighted, ours were not. They've put together a gravity-defying, medulla-blowing shooting game with a full 360 degrees of free-range motion. Translation: Now you have the ability, and the sophisticated weaponry, to annihilate alien warships with frightening speed and accuracy. All of which beats the hell out of adjusting some wing nut on the MIR Space Station. **Omega Boost, from the creators of Gran Turismo.**







UmJammer LAMMY™

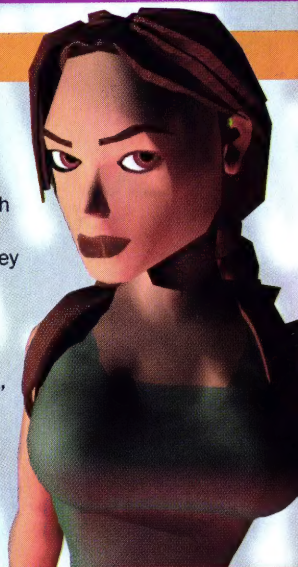


Where Lammy goes, mosh pits follow. She's the guitar-slinging megastar of Um Jammer LAMMY™, the new rock video game. Problem is, she's late for her big gig with Milk Can, her all-grrrl band. Save the day by jamming to rock, punk, pop and other killer riffs. It's brought to you by the makers of Parappa the Rapper™. You can even take on another player. Heck, you might even score groupies out of this.



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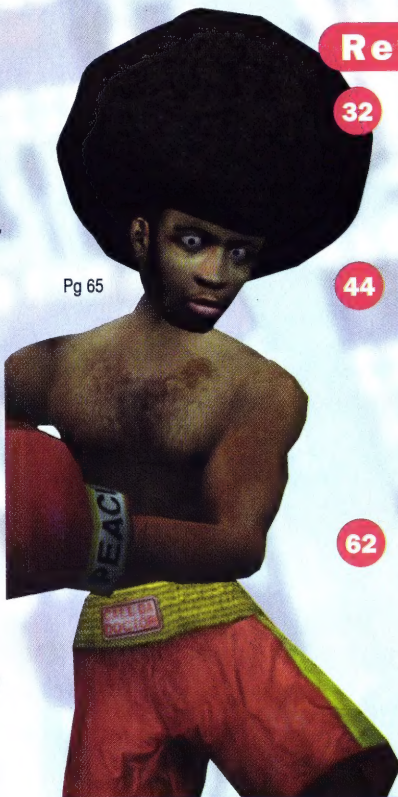
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GOEMON'S GREAT ADVENTURE



department-x



GOD KNOWS WHAT IT'S ABOUT BUT IT SURE IS FUN!



Nintendo Lives by the Sword

BY ANDREW McNAMARA

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Richard A. Cihak
Publisher

Andrew McNamara
Editor

Paul Anderson
Andrew Reiner
Associate Editors

Jay Fitzloff
Erik Reppen
Matt Helgeson
Associate Editors

Boux Hawkins
Contributing Writer

Thomas Blustin
Art Director

Curtis Fung
Production Director

Rachel Gilles
Production Assistant

Ryan MacDonald
West Coast Correspondent

Chet Barber
Japan Correspondent

Gabrielle Dane
Sarah Anderson
Copy Editors

Cheri Peters
Photo Artist

Advertising Sales
Kimberly Thompson-Benike
National Advertising Sales Director

10120 W. 76th Street
Eden Prairie, MN 55344-3728
(612) 946-8155
Fax (612) 946-8155

Vicky Valley
Circulation / Marketing Manager
Customer Service Manager

(612) 946-7274
Customer Service Department

For change of address
or subscription inquiry only:
(612) 946-7228 Fax (612) 946-8155
or send correspondence to:

10120 W. 76th Street
Eden Prairie, MN 55344-3728
Attn: CIS Dept

Arthur
Masco

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Being an N64 owner nowadays is tough. Do you remember back when owning a Nintendo used to mean something? Nintendo does. In fact, it seems to have been living on memory fumes for some time now, since it hasn't delivered a solid gaming lineup in years.

Just look at the situation that we have today. Whatever third-party support Nintendo does manage to get feeds the market with crappy racer after crappy racer. Why isn't there a decent fighter or even a real RPG available for the N64? The system has been out since 1996. Where are the glory days when Nintendo would deliver a well-rounded product lineup that didn't just survive on Nintendo's...check that...Miyamoto and Rare's games? How long will we, the gamers, let Nintendo thrive on its first-party game crutch?

As far as I'm concerned, Nintendo has been lucky that gamers (myself included) continue to let them off the hook again and again, forgiving a string of losers just so we can get our hands on that occasional Miyamoto or Rare great. Think about it, what has Nintendo done for you lately,

other than letting Acclaim bore you with Re-Volt?

Actually, about the only thing I have seen Nintendo do lately is lead us around like leashed dogs enticing us with games like Perfect Dark, Donkey Kong 64, and Zelda Gaiden. "Just keep buying our pathetic games, and we'll pay you back soon with something good," seems to be the unspoken refrain. But a couple of huge games at the end of the year just isn't going to cut it anymore. While I'm as excited as the next guy to play Perfect Dark, Nintendo's overall lack of decent titles is really starting to get old.

Notice the Dreamcast launch this month. Game Informer has never covered this many games on the N64 in a single month. Never. And at the rate of development for Dreamcast, its lineup may surpass Nintendo's before the end of the year.

Nintendo, I love many of your games, but you've got to do something about your pathetic lineup. Right now, I hear you promising big things with Dolphin, but I've heard your promises before. This time I want results.



Circles: Igor (the publisher), Andy (the editor), Matt (the reviewer) Center: Jay (FrankenJay) Lower right corner: Erik, Paul, Reiner.

THE PUBLISHER

THE EDITOR

THE REVIEWER

Andy, The Game Hombre
andy@gameinformer.com

"I can't remember a month where we reviewed more games in a single issue. Every time I turned around there was another awesome game on my desk. I didn't see a person I knew outside of work this August, because if I wasn't at work playing games, I was at home sleeping. I know, I know...wah! wah! But overall, I'm impressed with all the good titles that are on the horizon. Even Dreamcast is looking pretty good."

Paul, The Game Professor
paul@gameinformer.com

"As we wrap up this issue, I'm off to Tokyo to check out Nintendo's Space World show. It should be a pretty good event, and I expect to see the debut of the new Zelda game and (hopefully) Pokémon Silver & Gold. Nintendo better have some concrete goods on its next system or Mario is gonna get a whoopin'. Anyway, you can check out the full report in next month's issue. In the coming weeks, I hope to get some more playtime with Hot Shots Golf 2 and, of course, Sega's NFL 2K. 'Tis the season for football so be sure to wear only purple on Sundays."

Reiner, The Raging Gamer
reiner@gameinformer.com

"Loaded like a freight train, and flying like an airplane, The Reiner is coming at you with a master plan so big it makes King Kong look like a little monkey turd. The Dreamcast, while graphically omnipotent, is not ready for the hardcore gaming audience. The software is good, but right now, most of the great games of the fall are on PlayStation. The Reiner, being an avid RPG fanatic, will wait to get a Dreamcast, because Final Fantasy Anthology, Thousand Arms, Suikoden II, Monster Rancher 2, and Final Fantasy VIII all must be digested before The Reiner touches anything else."

Jay, The Gonzo Gamer
jay@gameinformer.com

"During the drafting of this issue, I had an opportunity to go outside once (and only once). I was instantly blinded. Upon investigating this phenomenon, I was told there is a large, luminescent ball of flame that is very far away from us. At first I was alarmed. A sphere of fire that accosts our eyes which have grown accustomed to the mellow glow of television?! It must be destroyed! But then these same people went on to tell me of a soft thing to sleep on called a bed. Sleep? Bed? Spare me your tall tales! I'm a journalist, not some hoodoo-vooodoo science-fiction hack. Leave me be!"

Matt, The Original Gamer
matt@gameinformer.com

"Forget keeping it real. After working 14-hour days on the mag for Allah knows how long, the O.G. is keeping it real weird. Mumbling, stumbling, hallucinations, fractured syntax - it's all good when you're sharecroppin' on the videogame plantation known as GI. My roommates are scared of me. My homies act like they don't know me. I sleep with a teddy bear and suck my thumb. I've had dreams about Pen Pen Trilcelon. I haven't showered or shaved in days. I've hooked up my arm to a Mountain Dew IV. Good times...Good times."

Erik, The PC Jedi
erik@gameinformer.com

"After finishing the FFVIII Guide, I examined the door of GI Office Area D (see Map 543), opened it, and then walked through to get to Parking Lot A (see map 278). Suddenly, Chief Editor Andy McNamara ran out before I got the chance to get to the Minnesota Overland Map. A brief conversation followed in which he told me I had to help them edit the magazine. I selected the second dialogue option ("Hell no!") and examined the car before getting inside. An exciting outscene followed in which I drove home and went to bed."

SIZE MATTERS



SIZE REALLY MATTERS. When you're looking for the biggest fishing game on any system, look no further than **IN-FISHERMAN BASS HUNTER 64**. **IN-FISHERMAN BASS HUNTER 64** lets anglers of all ages experience all the action from the first strike of the day to the hunt for a monster, tournament-winning bass! Blending In-Fisherman's expertise with state-of-the-art technology, you'll never get skunked. **HEAD FOR THE GREAT INDOORS!**
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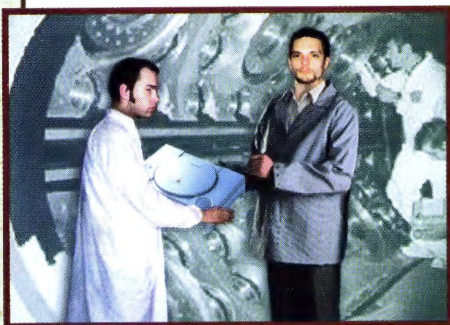
Does My PlayStation Need Fixin'?

Recently, my PlayStation has been acting up - like the graphics and music are slow or choppy. What's goin' on? I know it's not the game because this happens on numerous games. If I need to repair it, please tell me what needs a fixin'.

Matt, *The Lost Gamer*
via krl.org

The PlayStation is very susceptible to problems like this, and we've seen quite a few units with the same

symptoms. Like many CD players, the PlayStation's CD-Drive gets a little out-of-whack due to constant use and/or rough handling. The end result is that the motor that spins the CD and the laser that reads the data must be readjusted. You could have a technician at a Sony-authorized service center have a look at it, but that may run you upwards of \$75. Other locations that specialize in stereo repair may be able to help you out, but if you want to save a few dollars, use the quick fix. After you get the game loaded in the system, turn on the power and position the PlayStation on its side or turn it completely over. It sounds strange, but this oftentimes gets the CD mechanism to read the data a little better. If that doesn't work, you will probably have to shell out the bucks to get it fixed or just get a new unit.



PlayStation 5.02?

In one of your old issues (April '97), you said that Sony had plans to skip the PlayStation 2, and move on to the PlayStation 5.02. You also said that it would have orb controllers. What happened?

Eric Coleman
via cs.com

Sony had every intention of releasing the system, but it thought a price tag

of \$68,000 was a little steep for most gamers. To think, we had already started a fund to finance the purchase, although Andy was not so sure he wanted to put his Durango up as collateral.

If you think about the month that this was printed and a special (and goofy) day that starts that month, we think you may realize what the PlayStation 5.02 was really about.

Nothing in Particular

Does the PC in the PC Jedi stand for politically correct?

Eric Hamm
via aol.com

Yeah, the politically correct Jedi never says, "May the force be with you." He says, "Be privileged to the supernatural faculties that could surround the universe." Plus, he doesn't carry a lightsaber, rather a pencil box filled with treats for the Sith.

Actually, PC stands for Prehistoric Cryogenics - something Erik has been interested in ever since seeing Pauly Shore in Encino Man.

Enough banter, the PC stands for a certain gaming platform that is Erik's responsibility in every issue.



How Much Will Dreamcast Actually Cost?

I know the Dreamcast is \$199.99, but that's not what it really costs. Of course you're gonna want at least one game to start off with. Another controller is necessary if you have any friends or siblings, not to mention Internet fees and whatever else is thrown at you: VMU, keyboard, etc. My question is, what do you think it's going to cost to have a Dreamcast that's fully operational? Please help.

Tim "poohfling" Ray
via aol.com

Here you go. Games will go for \$50. An extra controller will set you back \$30. A VMU memory card goes for \$25 and the keyboard will add another \$25. If you want force-feedback, drop on another \$25 for the Jump Pack. Another thing to consider if your TV doesn't have video inputs is an RF adapter priced at \$20. Add all that to the \$200 you already forked out for the Dreamcast and the grand total is - \$375. We say a bare-bones starter system that will include the system, game, and VMU card will be \$275.

They Ripped Me Off!

About a year ago, I sent PlayStation an email saying my ideas for a skateboarding game with real skaters, that would be named after Tony Hawk, because he rocks. They said, "No thanks." Now they're coming out with a Tony Hawk skating game with real skaters! Either they ripped me off, or they've been making it for 2 years. What's the deal? I mean, I'm only 10 years old and they ripped me!

James "Pokéslauterer" Terwilliger
via email.com

We're sure that the email said more than "No thanks." Video game

companies get thousands of emails with game ideas, and the standard reply is to offer thanks and then add that unsolicited game ideas are not accepted. Meaning, if someone doesn't ask you for it, they don't want it. To get to the stage where companies ask you for a game idea is pretty tough, and you normally have to be an employee of that company or be a licensed developer. You are not the first person to have the idea for a Tony Hawk game or the first to send it to a game company. Besides, PlayStation (Sony) is not even making the game, Activision is.

The August '99 Cover

First, your magazine rocks, and I want to compliment you on every aspect of it EXCEPT the cover of the August '99 magazine. It featured a big nasty sweaty guy on the cover. I'm sorry, but that's just sick. No matter how much Reiner insists on putting big sweaty men on the covers, you should not give in. This is just not good marketing. The cover of that magazine looks more like the cover of Manly Pleasures magazine (which, by the way, you need to cancel Reiner's subscription to). And I seriously doubt many gamers would pick THAT up off the shelves and buy it! All I am saying is, don't give in to Reiner's evil little passions, and the least you can do is put Sable topless on the cover. Hope this is just a "phase" for

you guys. Thanks for the cool mag, otherwise.

Steffan "spitzjake" Pitzel
via flashmail.com

Reiner's got a subscription to Manly Pleasures and he's been keeping it from us? What a jerk.

Anyway, you are completely wrong about people not grabbing the August issue off the shelves; it sold like mad. The game is HUGE and so is the VWF. We'd like to see you come face to face with The Rock or the Rattlesnake. They'd show you an issue of "Manly Displeasure" by dropping you on your roody-poo head.

We would have like to put Sable on the cover, but it seems like another magazine has that locked up.

Olfactory Observations

You smell like fish.

The Sock
via aol.com

Hey, you try working 14 hours a day at GI headquarters and then punch in for a third shift at the tuna cannery. You'd smell like fish too. Come to think of it, it's better than smelling like a dirty foot, Sock Boy!



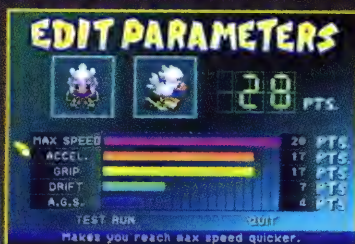
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Envelope Art

October Winner

LeVar Williams, Hopewell, VA

Cracking the GI Vault

I suck at art and the only way I get codes is by looking them up on the web. Is there any other way to win something from the Game Informer Vault?



Trav Carr
via hotmail.com

Paul says you can carry his golf clubs for 30 rounds. Andy needs 40 car washes. Matt would like a roadie to string his bass guitar. Reiner wants a mint set of first-edition Star Wars dolls. Jay said something about a new collection of pewter miniatures. Lastly, Erik mumbled something about getting a lifetime supply of lip balm.

There are other instances where you might be able to win something from the GI Vault. Just keep tuned to these pages and keep your eye on www.gameinformer.com.

We Were Cheated!!!...?

Ahh yes, I remember the days when the PlayStation system hit the markets. Then came the N64 with its vibration compatible accessory called the Rumble Pak. Then came Sony's answer - the new Dual Shock PlayStation. Then we were cheated. I learned from my friend that you can use the Dual Shock Analog controller on the old PlayStations!!! What the \$&*@!!! I dished out \$125 dollars to get vibration when I could have bought a

controller for \$30 and kept my old system.

Jon "Outkast" Kiro
via aol.com

What the heck is this "we" stuff? A bunch of readers are now rolling on the floor laughing at your ineptitude. We're sorry that you didn't have your facts straight and equally sorry that your friend has to explain these things to you. Stick with him, though. The next time you can't get your PlayStation to work, he'll show how to plug it in.

Another Person Leaving?

All but three of the people I have known since last January have left GI! Who will be next?

- a. Paul? (Gasp!)
- b. Andrew? (Everyone starts running)
- c. Reiner? (A scream of horror, then everyone faints in fright)

Robert A. Dumville
via juno.com

None of the guys that left GI were sentenced to a very long stint. Reiner, Andy, and Paul have been sentenced to life - no parole for these guys. If you remember, Jon Storm was transferred to a minimum security prison at North American Outdoors Group. Robert was released on good behavior. And Bergren entered a work-release program and is now starting a new life at the University of Minnesota School of Music.

Who is Arthur?

In your August issue, you showed the editors who were switched at birth. Who is Arthur? The dog that switched with Santa's little helper?

Jobo Buns
via aol.com

Arthur is the pet of former associate editor, Paul Bergren. Arthur used to hang out at the office all the time. Too bad Arthur left; we almost had him trained to do Andy's job.



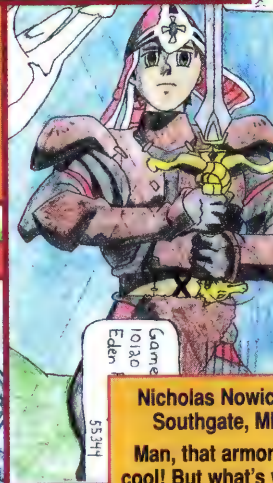
Turok and the burrito monster.



Phil Knoll
Wauwatosa, WI
Zip! Za! Boo! Ba!
Chi-chow! Pika?



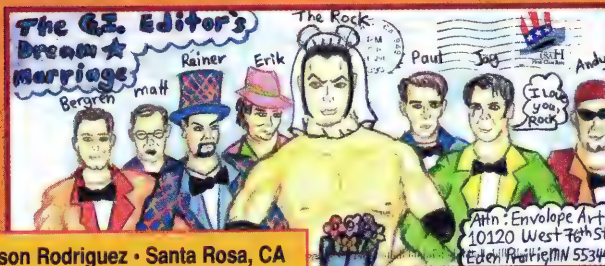
Clay Pullins
Gainseville, FL
The after death work-out program.



Nicholas Nowicki
Southgate, MI
Man, that armor is cool! But what's with the hat?



Jonathan Swartz
Philadelphia, PA
By the Power of Greyskull,
I have the Power!



Jason Rodriguez - Santa Rosa, CA
Young Roody-Poos in love.

TELEVISIONS



51" BIG SCREEN TV

- Picture-in-Picture
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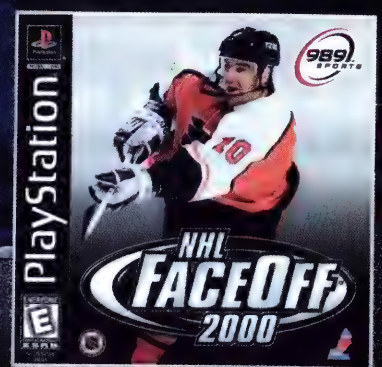
NHL FACEOFF 2000

MATT VASGERSIAN BILL DWYER

989



All new gameplay and graphics feature 150 new animations, like goalies sprawling out on their backs to cover loose pucks. New I.C.E. Artificial Intelligence designed with the help of 8-time Stanley Cup® Champion Scotty Bowman means players execute just like the pros. Add in Mike Emrick and Darren Pang calling the action, and NHL FaceOff™ 2000 is the best thing to hit the ice since the octopus.



www.989sports.com

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BOOM OR BUST?

Dreamcast is here.
Does it have what it takes?



With the launch of the Dreamcast, Sega has fired the first shot in the next-generation console war. For Sega, the stakes are high. The Genesis was a huge success in the 16-bit era, but the failed Sega CD and 32X systems left the company treading water in a sea of unsold units and red ink. The Saturn, although a quality system, was ultimately outgunned by the technically superior PlayStation.

With the Dreamcast, Sega hopes to reverse its fortunes. If Sega succeeds, it might be able to reclaim its crown as an industry powerhouse. Fail, and Dreamcast might be the last Sega home console system ever.

The time is definitely right for the Dreamcast. The PlayStation, while hugely successful, is beginning to show its age. The Nintendo 64 still suffers from a lack of software and quality third-party support. Both Sony and Nintendo have new consoles in development which promise DVD's capabilities and even more graphic horsepower, but thus far all that's been shown is technology demos. Sega says talk is cheap: Dreamcast is here now.

The fuse is lit and the clock is ticking. If Sega can establish a foothold in the console market with the time it has before the arrival of the next big thing, there's a chance nobody will want the next big thing when it comes along. With online gaming, high-resolution graphics, a Tamagotchi-styled memory unit, World Wide Web surfing capabilities, and compatibility with a portable gaming system, Dreamcast has already changed the face of video games, and hopefully, created an irresistible home entertainment package.

For those that believe the Dreamcast is a gotta-have-it addition to the family, Game Informer has pieced together a Dreamcast Report Card to give you the skinny on what games and accessories you might want to get with your unit. For those who are sitting on the fence, we've compiled a list of Dreamcast pros and cons, as well first impressions from the Game Informer review staff to give you a chance to read what the professionals think. Read on and take a look at what Sega has in store to see if you're the type that dares to Dreamcast.

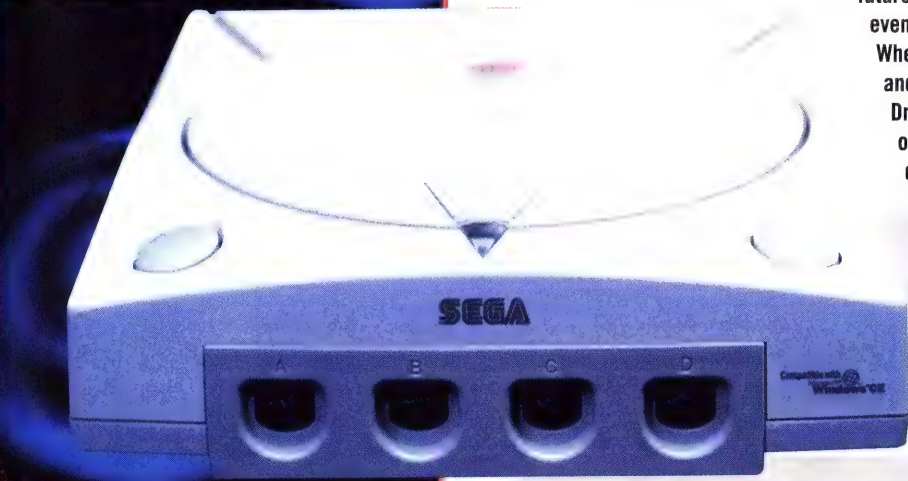
The Unit

When you pick up the Dreamcast, it feels solid. Weighing about three pounds, the machine is surprisingly heavy for such a small unit. There is no arguing that Sega's past gaming systems have been very sturdy and not susceptible to breakdowns. The Dreamcast will hopefully be no different. In the Game Informer offices, Dreamcasts sometimes run for more than twelve hours. In the year we've had the Japanese system, and in the short time we've had the U.S. model, we have yet to experience any problems — something we can't say for the PlayStation.

The only concern we have for the Dreamcast is the internal fan. Like most computers, the Dreamcast comes equipped with small blower that dissipates the heat generated by the system's two central processing units. With a 200Mhz Hitachi CPU and a NEC PowerVR 2nd Generation graphics processor under the hood, prolonged use results in a lot of heat build-up. It makes us worry that, in the event of a fan malfunction, the system will shut itself down and you may be in for costly repairs. Again, we have never experienced a problem, but keep this in mind when you get the system home.

Speaking of home, the Dreamcast is the most powerful video game console ever released, and while future systems from Sony and Nintendo are said to have even more power, both releases are far in the future. When comparing the Dreamcast to the Nintendo 64 and PlayStation, there really is no comparison. The Dreamcast outshines them across the board in terms of processing power and graphic capabilities. Able to deliver over 3,000,000 polygons per second, the Dreamcast can also churn out amazing effects such as real-time lighting, texture filtering, and perspective corrosion. Let's not forget the audio. The Yamaha sound processor in this system makes it capable of producing CD-quality, studio level Surround Sound and true 3D audio. Turn it up.

Front and Back Ports

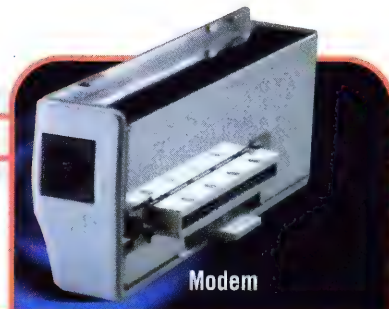


The Internet

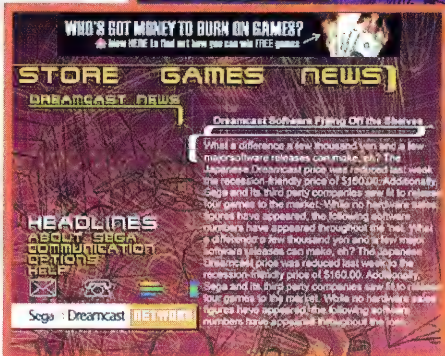
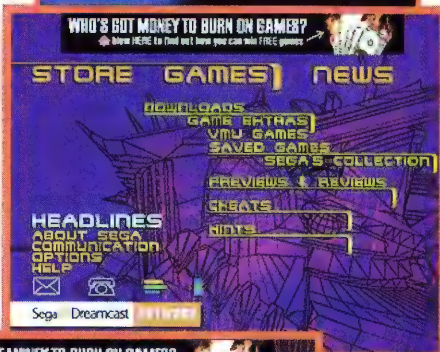
While the Dreamcast will ship with its promised 56k modem, online gaming won't become a reality until sometime in 2000. Exactly when? Nobody knows...not even Sega. Nevertheless, when confronted about the absence of online gaming, Sega's Director of Development Support, Neil Robison, had this to say. "The effort required to bring multiplayer gaming to the number of users we are talking about, at the level of technology we want, is a huge undertaking. So we said to ourselves, we have got to have priorities. We've got to deliver the ultimate gaming experience first, and then layer in the multiplayer experience after that."

Layers. In the long run this strategy is most beneficial to gamer. Why get something now, when a far superior product is only a few months away? It makes sense to wait, but the question is, does Sega have the time to create 'layers' with the Dreamcast and perfect all of its technology before unleashing it? It would be nice to think so, but the cold hard facts are that both Sony and Nintendo are on the prowl, and we can only assume that online gaming will play a large part with the next generation of machines as well. Sega knows that time is of the essence, and Neil went on to add that, "this is a task that perhaps we underestimated at the beginning." Rest assured, though, Sega is still promising big things with multiplayer gaming, and while the Internet options have been removed from Sega Rally 2, Slave Zero, and Soul Calibur, plenty of games in the near future are scheduled to have Internet play, and massive multiplayer games, Baldur's Gate and Frontier, are still in the pipeline and scheduled for a 2000 release.

So what good is the 56k modem at launch? Plenty. Sega may not have the gaming portion of the net up and running yet, but the online community isn't completely out of the picture. When you buy a Dreamcast, the system comes packaged with a web browser, so that anyone with an Internet connection (or anyone who would like to purchase one from AT&T, Sega's online partner) can go online. This browser is compatible with the existing World Wide Web, and also features an exclusive Dreamcast Network site where you can find all the latest news and information on Dreamcast. Receiving email is also one of the many Internet luxuries that you'll receive with Sega's online abilities. Don't worry, you won't have to use the joystick for typing in letters. Sega has a keyboard available for the low sum of \$24.99.



Modem



Expandability

During the months leading up to the Dreamcast's launch, there has been much talk about Dreamcast's ability to grow to meet customer demand. While it is possible to upgrade the Dreamcast's modem to an ISDN, DSL, cable modem, or ethernet, many of the other promises will be quite difficult to do.

For instance, talk that Dreamcast can upgrade to a DVD player or that it could, in theory, improve the chip set is highly unlikely, and you'd think that Sega would opt to create a new console rather than deal with another Sega CD or 32X-like expansion. However, it is nice to know that Sega is in fact thinking about the future, and creating ways to combat Sony and Nintendo. Let's not forget the possibility that both Nintendo and Sony could be thinking too big and may have to downsize their promises to meet a more affordable price point. This could eliminate the need to upgrade the Dreamcast at all.

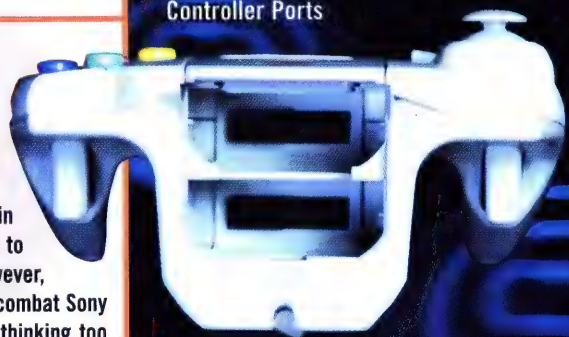


Furballs



Suzuki Alstare Racing

Controller Ports



InterAct Radius RacingPad



InterAct Quantum FighterPad



InterAct AstroPad

InterAct Fission Fishing Controller

The Future

Sega is hard at work making sure that the future for Dreamcast is bright. Many of Sega's most popular franchises are receiving the red carpet treatment, and the arcade division is working on over 30 titles that will hit the arcades in the coming year. Rest assured that almost everything that comes out in the arcade will make its way to the Dreamcast due to the similarities between Dreamcast and Sega's Naomi arcade board.

Sega of Japan also recently announced that a microphone and camera are in development so gamers can use their Internet connection for video chat. I/O Mega also has a version of its Zip Drive in development for Dreamcast which will allow it to store more data and possibly enhance the quality of Dreamcast software.

Another unique feature that shows promise is Dreamcast's ability to communicate with the Neo Geo Pocket Color. This new handheld attaches to the Dreamcast's Serial Port via a link cable. So far, King of Fighters Dream Match '99 is the only game that has been developed with this technology, and it's not cheap.



Metropolis



MDK2

The Necessities

To hop on the Sega Dreamcast party barge, you'll need some essentials. Besides the Dreamcast itself, you'll also need to pick up a couple of games, a VMU save card, and an additional controller. Here's what you'll need to fork out for the goods.

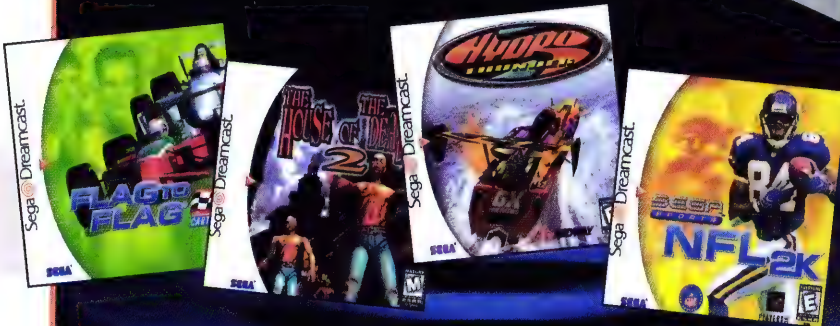


Dreamcast = \$199.99

The Visual Memory Unit = \$24.99



An Extra Controller = \$29.99



Games Go For About \$49.99

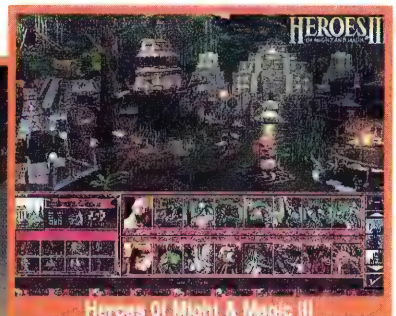
You'll also need a copy of the Neo Geo Pocket Color game, King of Fighters R2. The way these games link together is similar to what Nintendo has done with Pokémon and Pokémon Stadium. Basically, you can download and upload characters between the two, so that you can work on characters even when you are away from your TV.

Unfortunately, some dark clouds have recently passed over planet Sega. Its president and mouthpiece, Bernie Stolar, has left the company under mysterious conditions. Toshiro Kezuka has taken Bernie's place at the helm of Sega of America, but Sega will still need a champion to push Dreamcast to third parties and retailers if it wants to be a success.

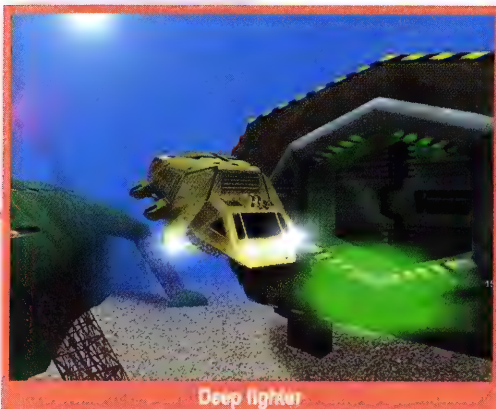
Right now, Sega is flying high with a wealth of third-party support and tremendous software quality. Both Electronic Arts and Square Soft have yet to start developing for Dreamcast, but Namco is already on board and has released what will be one of the Dreamcast's most popular games, Soul Calibur.



Shen Mue



Heroes Of Might & Magic III



Deep fighter



Red Dog

The Accessories

After you've got the Dreamcast basics, there is nothing better than a couple of peripherals to enhance the gaming experience. Buy a lightgun for House of the Dead 2, a fishing controller for Sega Bass Fishing, a joystick for Marvel Vs. Capcom, a Jump Pack for an added jolt, or a Keyboard to surf the web. Sega will put out a number of these, but Agetec, MadCatz, and Interact will also have a plethora of peripherals for you to peruse.

- Agetec's Arcade Stick = \$49.99
- Agetec's Rally Wheel = \$49.99
- Interact's StarFire LightBlaster = \$29.99
- Sega Jump Pack = \$24.99
- Sega Dreamcast Keyboard = \$24.99
- Sega Dreamcast Fishing Controller = \$39.99
- Sega Dreamcast VGA Box = \$49.99



Visual Memory Unit

Jump Pack



Fishing Controller



StarFire LightBlaster

Even More Stuff

- RF Adaptor = \$19.99
- S-Video Cable = \$15.99
- Memory Card (No LCD) = \$14.99
- Visual Memory Card = \$19.99
- TremorPak = \$9.99
- InterAct's Quantum FighterPad = \$29.99
- InterAct's Radius RacingPad = \$34.99
- InterAct's AstroPad = \$24.99
- InterAct's Fission Fishing Controller = \$29.99
- InterAct's Alloy ArcadeStick = \$59.99

First Impressions - What We Think

Game Informer could sit on a couch and give you shiny happy impressions on Dreamcast, proclaiming it the greatest system in the world and telling you that you absolutely have to have one. It's not a bad idea, since Sega and its legions of fans will get all over us for saying anything negative about the Dreamcast, but that's not what GI is all about - we call it like we see it. No sugar-coating, no butt-kissing, and no bologna: here's our thoughts on the Dreamcast.



Dark Angel

Andy, The Game Hombre

Visually, the Dreamcast is impressive indeed. Even after playing the lackluster Japanese launch games, I found it difficult to go back to PlayStation and Nintendo 64 games after I quickly grew accustomed to the Dreamcast's high-resolution graphics.

Sega's U.S. launch is impressive due to the sheer number of games, but there are only three that I feel are the real meat of the launch: Soul Calibur, Sega Sports NFL 2K, and Power Stone. The others just don't offer an experience that you can't get from a PlayStation or Nintendo 64 game. Plus, I hate the controller. Despite these problems, I'm still buying a Dreamcast at launch.

Overall, I think hardcore gamers, like myself, will be able to justify the purchase of Dreamcast just for the cool factor that comes along with being the first kid on the block to have one. But since Sega dropped the ball concerning online gaming, and considering the fact that the Dreamcast's technology could be leapfrogged within a year, I think the masses can take a wait-and-see approach. Besides, there are more than enough quality games coming to the PlayStation this fall to keep you busy.

Do I think Sega will succeed? Yeah, for a while, as it will be a great system to have for the next year. But after that, things could get sketchy. Sega's only chance at long term success is to create a game that can do what Sonic did for Genesis. At this point, I haven't seen that game.

Reiner, The Raging Gamer

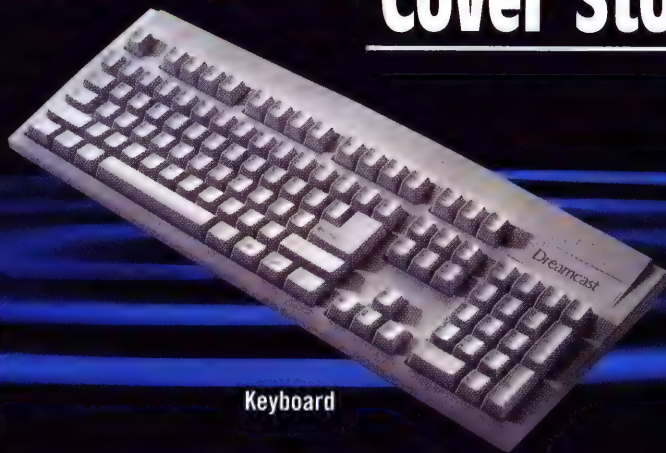
Dreamcast is a firecracker. This machine is destined to light up the skies and make a lot of people happy, but in the long run, if Sony and Nintendo pull through with the PS-2 and Dolphin, the Dreamcast is going to fizzle out and fade into oblivion. Basically, I see Sega having a good year before troubles arise. Right now, the market is pumped and not afraid to invest in a new console. Third-party developers are also on the Sega train, pumping out a slew of games.

This is the best launch to ever grace the industry, and never before have we seen so many quality games introducing a console. As it stands, the PlayStation is my playground (as it is many of yours). Sony has a phenomenal software lineup planned for this holiday season, and my favorite genre, RPGs, are appearing in great quantities. Other than Soul Calibur, Power Stone, or Sega NFL 2K, I see no reason to invest the money at launch, but in the long run, if you are thinking of purchasing one, you won't be disappointed.

If Sega can win over the hearts of gamers this holiday season, and create a solid user base, then there's a chance that it could survive long term. Games like Code Veronica, Ecco the Dolphin, and Shen Mue all look promising, and if Sega can finalize its online promises, then this will be the machine for multiplayer gaming. It's a tough choice. Just think of how many PS-X or N64 games \$200 can buy.



Rally Wheel



Keyboard



Arcade Stick



The Green For The Dream

- \$354.95 = A Dreamcast, an Extra Controller, a VMU, and Two Games
- \$1199.76 = All 24 Launch Games
- \$1504.72 = A Dreamcast, 2 Controllers, a VMU, and all 24 Launch Games
- \$1969.57 = A Dreamcast, 4 Controllers, 4 VMUs, A Rally Wheel, 2 Arcade Sticks, 4 Jump Packs, a Keyboard, a Lightgun, and all 24 Launch Games

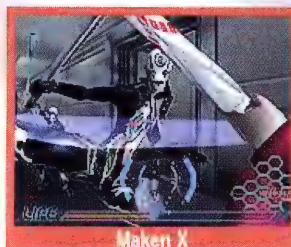
**NOTE: If you need a VGA box, S-Video Cable, or RF Adaptor to hook this stuff up, that will cost extra. As will a much needed subscription to Game Informer.*



NBA Showtime



FreshTracks



Maken X



Toy Commander

Paul, The Pro Player



When Dreamcast came out in Japan last year, I thought that it was a heap of junk. The initial games were completely lame and I thought there was little chance that this thing would get off the ground. Well, the Japanese system hasn't exactly raised the roof, but in the last six or seven months, I've become a believer – mainly because of sports games.

Football is a mainstay in my gaming repertoire and NFL 2K just blows the doors off of any other football game available. Almost for this reason alone, I am all over the Dreamcast. Think about it, Sega and Visual Concepts have at least a year head start on anything that 989 or EA Sports can drum up on the PlayStation 2. Even if we do see an early version of GameDay or Madden, I am willing to bet that NFL 2K will be better. Heck, NFL 2K will be on the second generation by then. Besides, there is the basketball, hockey, soccer, baseball, and wrestling games also in the pipeline. I have high expectations for these games, and I think the Dreamcast is going to come through. I really don't care about any games besides sports – well maybe just a couple.

Resident Evil: Code Veronica is a must have and Sega is no slouch when it comes to racing games. Ferrari F355 and Crazy Taxi are certain to be killer games. Come to think of it, I would be nuts if I didn't want to get Ecco and Shen Mue.

My only concern about the Dreamcast is the Internet. If you want the Dreamcast because it has a modem, forget about it. You are better off waiting until next year.

Jay, The Gonzo Gamer



I'm the kind of guy that always roots for the underdog, so naturally I've taken a shine to Dreamcast. Sega is making the most of its next-gen console head start, but already there's a trend I see developing that I feel may eventually bring the system down if not kept in check right now. The Dreamcast is quickly being made into a poor man's PC.

The built-in modem, keyboard accessory, and Windows CE development tools have inadvertently opened the doors to every PC software developer that wants to make a quick buck by dumping all the inappropriate titles they can onto Dreamcast. The consumer wants games made specifically for the system, and wants to feel confident that every game purchased will be a good one. Ultimate Hog Tying might sell a few copies, but it can only harm the overall product. Plus, vid history has shown that every home console that's tried to double as a computer has failed miserably. I'm happy to see Sega showing signs of resisting the PC pull by putting out a load of new Naomi board arcade games. If people dig these in the amusement halls, bringing them in perfect form to Dreamcast is no problem.

In the end, though, Dreamcast's biggest test will come this holiday season – the only one in which it will stand uncontested as the best home console available. If able to convince the masses that this is the system to have, Sega will have the resources available to plan its next big move...and that move will be the one to either make or break them.

The Pros & Cons

As with any system, Dreamcast is far from perfect. To help you with your buying decision and to better educate you, Game Informer has put together a list of What's Right and What's Wrong with Dreamcast.



What's Right

Jump Pack Powered Internally

This is huge! Nintendo's Rumble Pak is almost never used around the GI office because the batteries die and we're too lazy (or too broke) to get new ones. The Dreamcast Jump Pack is also the most violent of all the vibration devices available, featuring a wide range of intensity and a shock so ferocious it'll leave your hand numb after a gaming session.

4-Controller Ports

Nintendo set the standard for controller ports when it released the N64 back in 1996, and Sega has met the status quo. Obviously, it would have been nice if Sega would have raised the bar, but four is more than adequate, and we can't imagine a screen being split more than four times and remaining anywhere near playable.

56k Modem Packed In

While the modem won't have as much impact at launch as we would have hoped, it is nice to have it packed in. Of course, you will need to get a phone line and an Internet service provider to use this bonus. If you don't already have an ISP, AT&T has teamed with Sega to offer service for around \$20. Or if you already have one, or don't like AT&T, any ISP will do.

Powered by Microsoft

Being compatible with Microsoft Windows CE opens up the Dreamcast to PC developers that in the past weren't interested in developing on console platforms. This will also make it easy for PC games to be ported to the Dreamcast.

VMU Gaming On The Go

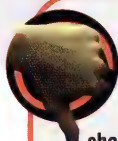
Dreamcast's revolutionary VMU is the new standard that all console machines in the future will have to match. This memory card with a screen enables players to call plays in football without your opponents seeing them, trade and manage memory slots without a machine, and play downloadable minigames anywhere they can take their VMU.

High-Resolution Graphics

Console gamers have long suffered through low-resolution graphics, and the Dreamcast marks the end to this evil practice. From here on out, this is the standard. What does hi-res do? It makes any game's graphics better – the characters crisper, the textures more detailed, and the colors more vibrant.



Fiolgan Brothers



What's Wrong

Jump Pack Sold Separately

For all the great things that the Jump Pack does, it's a shame that Sega is making you purchase it separately. Game Informer believes that vibration force feedback technology is simple enough that it should be built into the controller rather than plugged in as an add-on. While it is nice that you can move it from your controller to the light gun, it will spend most of its time in the controller and essentially negates one of the controller's (rather ingenious) two ports.

No Reset Button

That's right, the Dreamcast doesn't have a reset button. In its place, every game will have the ability to reset by pressing Start and all four colored buttons. Which is nice since you don't have to get up, but if the game freezes, you have to power down or open the cover.

That Darn Controller

Certainly the analog shoulder buttons are a nice feature and great for racing games, but to only have four digital buttons is a crime. When a company puts out a new system, it should at least match the button count from the system before it, but Sega regresses with this atrocity. Not only that, the analog is questionable, and who designs a controller with the cord facing you and not the TV? Did Sega think we play video games with the controller behind our back?

Modem Doesn't Do Anything...Yet

Sega has promised big stuff from the beginning with its Internet capabilities. Already Sega is disappointing people again. "Internet capabilities on Day 1!" We remember the statements, and while surfing the Internet is a capability, it's not what we had in mind. By the time Sega gets this thing running, the other next-generation systems may be out. Bad move, Sega.

Powered by Microsoft

For all the good that this represents, it's a catch 22. The last thing Sega wants is for companies to just port PC product onto the Dreamcast. Which may happen if third-party support goes south after Dreamcast's high profile launch, or if development resources head over to PS-2 or Dolphin. Plus, who wants Bill Gates to be involved with their console gaming. We don't!



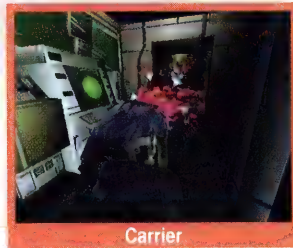
Dragonair: Cull of the Worm



Ecco the Dolphin



Resident Evil: Code Veronica



Carrier

Dreamcast Game Report Card

The true measure of any system is its games. Here are our scores for the 25 titles available at Dreamcast's launch. For more information on these games, look for the articles throughout this issue.



TITLE	BOTTOM LINE	PAGE
Soul Calibur	9.25	.62
Sega Sports NFL 2K	9.25	.64
NFL Blitz 2000	9	.87
Hydro Thunder	8	.72
House of the Dead 2	8	.63
King of Fighters Dream Match 99	8	.80
Sega Bass Fishing	8	.Last Issue
Power Stone	8	.66
Sonic Adventure	7.75	.Last Issue
AirForce Delta	7.75	.68
Trickstyle	7.75	.78
Marvel Vs. Capcom	7.5	.81
Mortal Kombat Gold	7.25	.67
Speed Devils	7.25	.82
Ready 2 Rumble	7.25	.65
Aerowings	7	.88
Monaco Grand Prix	7	.88
TNN Motorsports Hardcore Heat	5.75	.80
Tokyo Xtreme Racer	5.75	.81
Blue Stinger	5.25	.73
Flag To Flag	4.5	.87
Expendable	4	.89
Pen Pen Trilcelon	4	.88
Armada	*	.Last Issue
Rainbow Six	*	.83

*Although these games were supposed to be available by September 9 for launch, as of August 20, no playable copies were available for reviewing purposes.



Test Drive 6

Release List

(All dates and titles subject to change)

GAME	PUBLISHER	RELEASE DATE
NFL Quarterback Club 2000	Acclaim	Oct-99
Sega Bass Fishing	Sega	Oct-99
Soul Fighter	Mindscape	Oct-99
Street Fighter Alpha 3	Capcom	Oct-99
Suzuki Alstare Extreme Racing	Ubi Soft	Oct-99
Toy Commander	Sega	Oct-99
Virtua Fighter 1b	Sega	Oct-99
Carrier	Jaleco	Nov-99
Centipede	Hasbro	Nov-99
Draconus: Cult of the Wyrn	Crave	Nov-99
Dynamite Cop	Sega	Nov-99
Evolution	Ubi Soft	Nov-99
Fresh Tracks	Sega	Nov-99
NBA Showtime	Midway	Nov-99
Red Dog	Sega	Nov-99
Sega Rally 2	Sega	Nov-99
Sega Sports NBA 2K	Sega	Nov-99
Slave Zero	Infogrames	Nov-99
Test Drive 6	Infogrames	Nov-99
Vigilante 8: 2nd Offense	Activision	Nov-99
Worms: Armageddon	Hasbro	Nov-99
WWF Attitude	Acclaim	Nov-99
Shadowman	Acclaim	Dec-99
Dark Angel: Vampire Apocalypse	Metro 3D	Jan-00
Resident Evil: Code Veronica	Capcom	Jan-00
Wild Metal Country	Rock Star	Jan-00
Boarderzone	Infogrames	1st Quarter 2000
Climax Landers	Sega	1st Quarter 2000
Crazy Taxi	Sega	1st Quarter 2000
D2	Sega	1st Quarter 2000
Deep Fighter: The Tsunami Offensive	Ubi Soft	1st Quarter 2000
Heroes of Might & Magic III	Ubi Soft	1st Quarter 2000
Maken X	Atlus	1st Quarter 2000
Rayman 2: The Great Escape	Ubi Soft	1st Quarter 2000
Renegade Racers	Interplay	1st Quarter 2000
Zombie Revenge	Sega	1st Quarter 2000
Baldur's Gate	Sega	2nd Quarter 2000
Croc	Fox	2nd Quarter 2000
Deadly Pursuit	Fox	2nd Quarter 2000
Ecco The Dolphin: Defender of the Future	Sega	2nd Quarter 2000
Ferrari 355	Sega	2nd Quarter 2000
Metropolis Street Racers	Sega	2nd Quarter 2000
Outcast	Infogrames	2nd Quarter 2000
Planet of the Apes	Fox	2nd Quarter 2000
Seaman	Sega	2nd Quarter 2000
Shen Mue	Sega	2nd Quarter 2000
Alone In the Dark 4	Infogrames	3rd Quarter 2000
Silver	Infogrames	3rd Quarter 2000
Star Trek: New Worlds	Interplay	4th Quarter 1999
MDK 2	Interplay	4th Quarter 1999
Floigan Bros.	Sega	4th Quarter 2000
Frontier	Sega	4th Quarter 2000
Furballs	Bizarre Creations	TBD
Whiplash 2	Interplay	TBD
Batman & Robin	Ubi Soft	TBD 2000
Jeremy McGrath Supercross 2000	Acclaim	TBD 2000



Wild Metal Country



Wild Metal Country

TOMB RAIDER THE LAST REVELATION

First Revelations on The Last Revelation; What can we expect in the new Tomb Raider?

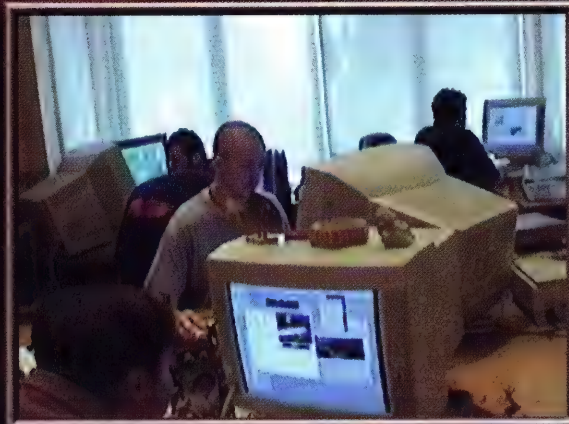


Seven years ago, a weary programmer working on an Indiana Jones-type game got tired of looking at his character's butt for hours on end. To make his long hours seem like less of a toil, he decided to make his character a bit easier on the eye. And this was the moment that the sexy international superstar, Lara Croft, was born.

Lara's loved (and lusted after) around the world, but it takes only a few hours traveling around London to realize that England is where her most diehard fans reside. Her image is found in many magazines, shown on television ads, and plastered on the sides of double-decker buses and

the walls of the subway. England is, after all, the home to Core, the development house responsible for Tomb Raider, which just happens to be working on the fourth in the series, Tomb Raider: The Last Revelation.

With Eidos planning to release this title in November, speculation is at an all-time high. Game Informer, not being satisfied with rumors, took a trip out to Derby, England to tour the Core building and see just what Lara's next adventure would be like. After walking past more Tomb Raider (TR) memorabilia than you can wave a pistol at, and skulking through rooms and rooms packed to the hilt with programmers at their computers, we were finally able to track down the very animated executive producer, Adrian Smith, to give us all the facts.



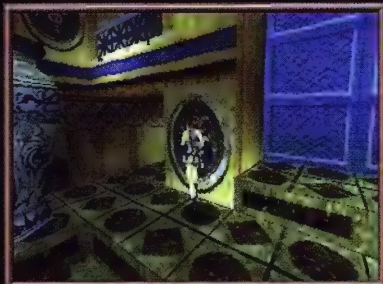
Adrian was the first to admit that, "Seven years of Tomb Raider is a long time. The original idea was simple, yet innovative – put a character in a pyramid and explore. TR2 wasn't a massive technical jump, but the addition of levels made it bigger. With TR3, we tried to add gameplay longevity by making it not bigger, but more challenging, but I think we probably frustrated a lot of new players.

"With Last Revelation, we're taking kind of a step back to part one. We've returned to Egypt, because it's just the best area for mystery and adventure. The puzzles are all solvable within a short distance. You don't have to traipse about for miles to figure things out. I feel that if there's any frustration in TR, it shouldn't be because you don't have any idea what to do, but rather that you know what you need to do, but can't figure out how to do it."

Which is all well and good, we thought to ourselves, but it still sounded (and from the screens we'd seen, looked) like we were dealing with Tomb Raider 4 and not the completely rebuilt Last Revelation that Core promised. Ah, but then Mr. Smith started describing what will make Revelation a more, dare we say, Final Fantasy-like experience.

"The story is very important this time. In the past, we'd make the levels, and then knit the story around them. It's the other way around this time. From start to finish, Last Revelation is an adventure story with no breaks. We're trying to have Last Revelation go from gameplay, to cutscene, to FMV, then back to gameplay.

"Last Revelation is the same size as TR3, but it's hard to tell people that because there aren't any levels, but there are different areas. For example, you'll be





fighting someone, he'll jump in a jeep and drive off, and you'll chase him in your jeep (the chase is gameplay). When you catch him, you're in another area and the next piece of the story. There's another transition with a train. You chase someone onto a train and the train starts moving. There's an adventure in the train (some inside, some outside), and when you get off you're in another area. In sum, Last Revelation is a more cinematic experience."

All right, so the story's important. But just what is the story? "You might consider Last Revelation to be the beginning of the end for Lara. It maybe points in the direction TR is going should we choose to continue the franchise on next gen systems."

"We're doing something interesting at the beginning. We wanted to reintroduce Lara as a character and we've thought of a novel way to have the player learn about her: Lara is training with a mentor, Von Kroy. [The first stage has players controlling a very young Lara Croft as she learns the spelunking craft.] At the end of the stage, the mentor gets trapped and Lara has to flee to save her life, assuming her teacher's dead. In fact, he's not. Von Kroy's role then changes to being Lara's nemesis."

Flash forward to the present. "Lara's challenged to break into Set's tomb, which nobody has ever successfully done. Accomplishing this mission, unfortunately, releases Set upon the world. The only person who can recapture Set is the one who released him, so this becomes Lara's task."

But as everyone knows, storyline alone doesn't make much of a game. Adrian laid out and then, using various monitors around the office, showed us the graphical and gameplay differences Last Revelation will incorporate.

"The moment you turn it on, everything will look different. In a way, we've torn down the TR house, but built a new game atop its very strong foundation. Last Revelation has the advantage of

"...we can have her go up and down a fireman's pole..."

"In TR3 Lara had about 15 moves; right now, we're at around 45. Not all of these are super action moves, though. You might walk past a key object and she'll point at it. If she can't open a door, she'll try to kick it open. We've introduced swinging ropes. Lara can go up and down the ropes, and swing and jump off the ropes Tarzan style. Since we introduced going up and down ropes, we can have her go up and down a fireman's pole, so we've added those. She can open trap doors in the floor, but also trap doors in the ceiling. She'll reach up and pull the door down.

"Lara's old automatic targeting system was nice for the player, but it meant that designing devious enemy AI was useless since no matter what, her guns would always

be pointed at them. Or if we put an object in the room that you had to shoot, as soon as you pulled Lara's guns out, she'd point right at it. Lara now has binoculars she can swing around to look at things, and we're working on a first-person crossbow you can use to flip switches.

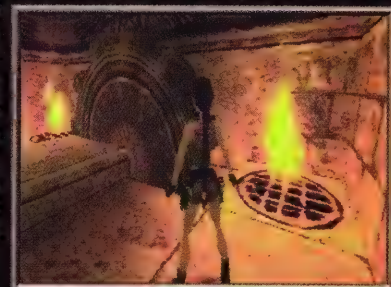
"We've also overhauled the inventory system, making it more Resident Evil-ish. If you get a flashlight, then you find batteries, you combine them and then you can look into dark areas. If you combine the flashlight with a shotgun, you can shoot things hiding in dark areas.

"With Set alive, we get to use his magic as an excuse to throw out skeletons, walking statues, and other weird monsters. We have fewer enemies onscreen, but the ones we have are much, much smarter. Some of the baddies have almost the same move set as Lara, so if you run, climb, or swim away, they'll follow you. You can shoot skeletons, but they get right back up. It makes the player think of new ways to defeat things."

Again, it's all sounding good, but there's one sticking point we just have to have an answer to. Is it so hard we'll be pulling out our hair in clumps?

"Personally, I thought TR3 was too much. For Last Revelation, we have Lara keeping a diary. In it, she'll automatically write down important clues and what she's doing in certain places, so the player won't forget. There's also a hints-and-tips section in the diary. If you absolutely can't figure out a puzzle, you can look in it to get a little help. But there's a penalty for using it."

What's the penalty? "I'm not going to tell you!" Adrian yells with dramatic flair. But then he adds sheepishly, "Because we haven't worked it out yet." So there are still a few details to be unveiled, but from what we've seen so far, Tomb Raider: The Last Revelation is definitely going to have us looking at Lara Croft in an entirely new way — and we're not talking about a nude code.



"You might consider Last Revelation to be the beginning of the end for Lara."

Nintendo Shows Off New Zelda

Nintendo released three screen shots of a new Zelda title for **Nintendo 64**. Posted first on the official Zelda web site, www.zelda64.com, details concerning the game are slim. Currently being called **Zelda Golden**, the game will likely be on prominent display at Nintendo's SpaceWorld video game expo held in Tokyo in late August.

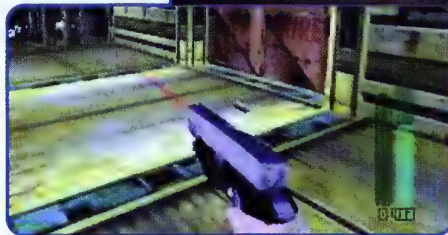
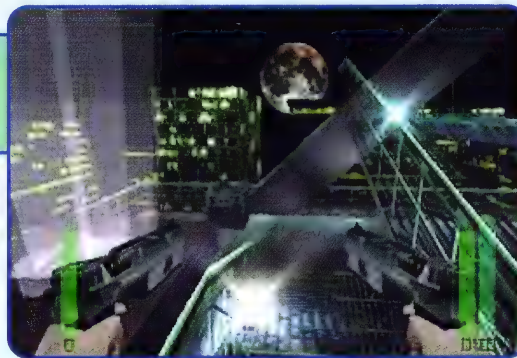
Rumor has it that this *Zelda* adventure is actually the update that was planned for the **Dynamic Drive (64DD)**. If this is so, will some of the original game return, or is this a completely different adventure with new lands to explore and a new adversary to bludgeon? To secure the answers, *Game Informer* is planning to attend the SpaceWorld show where all of the details surrounding this mysterious game should surface.



Perfect Dark To Miss the Holidays?

Nintendo and **Rare's** highly anticipated sequel to **GoldenEye** may not make its scheduled release date. **Perfect Dark** is scheduled to release for **Nintendo 64** on December 6, but *Game Informer* has learned that the first-person shooter will likely not hit stores until next year.

A source within Nintendo stated that the game's developer, Rare, needs some extra time for development and gamers might not see it surface until April 2000. *Game Informer* speculates that the development of *Perfect Dark* has been slowed due to the inclusion of a mode that will make it compatible with the **Game Boy Camera**. The camera will be used to map users' faces onto multiplayer characters in the game. Another reason could be that Nintendo is withholding the N64 GB Pak that allows Game Boy carts and peripherals, like the Game Boy camera, to hook into the Nintendo 64.



PlayStation & Nintendo 64 Now \$99

The retail price of the **Nintendo 64** and **Sony PlayStation** have dropped. On August 23 both systems' prices were reduced to \$99.

Accompanying the new console pricing is a list of newly priced games. For Sony, **A Bug's Life**, **Crash Bandicoot: Warped**, **Gran Turismo**, **Spyro the Dragon**, **Cool Boarders 3**, and **Twisted Metal III** have joined the PlayStation's Greatest Hits collection and now carry a \$20 price tag.

For Nintendo, **The Legend of Zelda: Ocarina of Time**, **Banjo-Kazooie**, **1080 Snowboarding**, **Yoshi's Story**, and **Star Wars: Rogue Squadron** now carry a \$40 retail price.

The price drop had been rumored since last year, and the reduction took effect almost one year to the day that both systems went to \$129. If you've held out on the N64 and/or PS-X until now, this is your chance for quite a bargain.

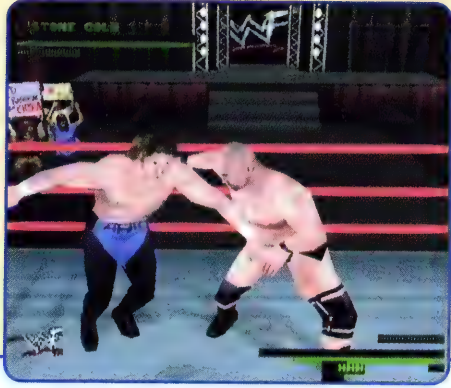


Dreamcast's Got Attitude

Acclaim has finally opened the bag on **WWF Attitude** for the **Sega Dreamcast**. As announced in our August issue WWF spectacular, Acclaim has been secretly working on the game in its Salt Lake City, Utah studios.

At a recent press event, Acclaim showed off an early version of the Dreamcast game. This version obviously benefits from the increased processing speed of the Dreamcast and, as you would expect, **WWF Attitude's** wrestlers are far more detailed than their counterparts on **Nintendo 64** and **PlayStation**. Acclaim has reworked some of the photos on the Character Select screen, made slight changes to the wrestler entrances, and said that there will be more audio commentary. As for the playcontrol, the moves are identical, but do have a tighter feeling due to the increased framerate.

A solid release date has not been confirmed, but Acclaim hopes to have **WWF Attitude** available near the end of October.

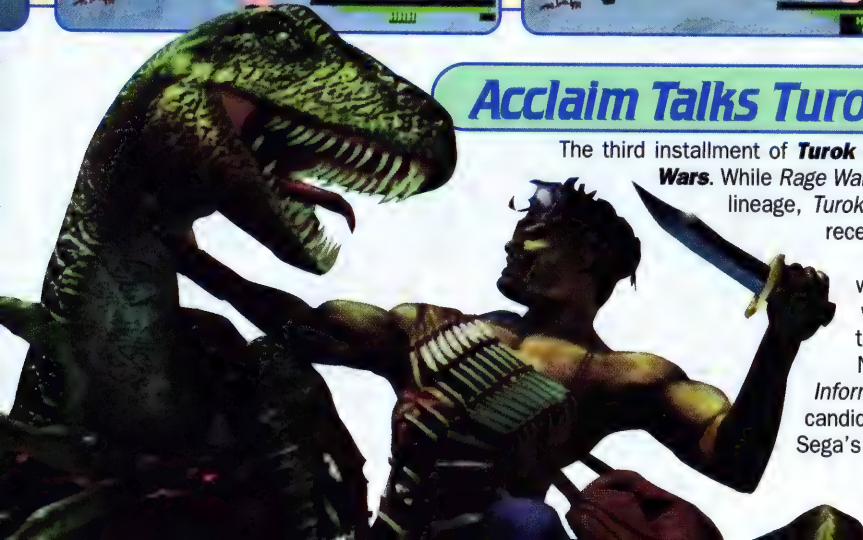


Acclaim Talks Turok 3

The third installment of **Turok** is in the works and it isn't the multiplayer **Turok: Rage Wars**. While **Rage Wars** is a side adventure of sorts, the third game in the **Turok** lineage, **Turok 3**, was briefly shown to members of the gaming press recently.

Only a handful of preliminary screen shots of **Turok 3** were available and showed off a cavernous environment with watery reflections. Essentially, Acclaim just showed them and said, "Here it is."

No word as to when this N64 game will surface, but **Game Informer** speculates that **Turok 3** could also be a likely candidate for Nintendo's next system, code-named **Dolphin**, or Sega's **Dreamcast**.



editor's top ten

- 1 Tony Hawk's Pro Skater - PS-X
- 2 Final Fantasy Anthology - PS-X
- 3 Soul Calibur - DC
- 4 Monster Rancher 2 - PS-X
- 5 Ready 2 Rumble - DC
- 6 Legacy of Kain: Soul Reaver - PS-X
- 7 Resident Evil 3: Nemesis - PS-X
- 8 Sulkoden II - PS-X
- 9 Sega NFL 2K - DC
- 10 Final Fantasy VIII - PS-X

reader's top ten

- 1 Syphon Filter - PS-X
- 2 Need for Speed: High Stakes - PS-X
- 3 Tarzan - PS-X
- 4 Star Ocean: The Second Story - PS-X
- 5 Star Wars Episode 1 Racer - N64
- 6 Pokémon Pinball - GBC
- 7 Super Smash Brothers - N64
- 8 WWF Attitude - PS-X
- 9 Driver - PS-X
- 10 Pokémon Snap - N64

top ten signs that Erik's been playing too much ff VIII

- 1 He has a full beard
- 2 He has amnesia and thinks his name is Squall
- 3 Went to Vegas and tried to play Triple Triad
- 4 The Chocobo tattoo on his butt
- 5 Thinks his pet hamster is a Guardian Force
- 6 Screams "On Ragnarok!" when he starts his car
- 7 Keeps looking for the R1 button on the Coke machine
- 8 The office is starting to smell funny
- 9 Blames his absentmindedness on GFs
- 10 Tries to count the polygons on every woman he meets

Game Informer is looking for your Top Ten favorite games. Please send your Top Tens to:

Game Informer Magazine
Attn: Top Ten
10120 West 76th Street
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Everyone that enters every month will be entered in a drawing to win a GI Secret Access T-Shirt! So get writing!

Gran Turismo 2 Delayed

Citing the arduous process of securing licensing for an overwhelming number of car manufacturers, **Sony Computer Entertainment** has delayed the Japanese release of **Gran Turismo 2** until November. Concurrently, the delay may have a direct effect on the U.S. release that was scheduled to hit stores before the end of the year.

Gran Turismo 2, the sequel to the top-selling PlayStation racing game, is said to have over 400 cars from manufacturers across the globe. Getting the approval for each and every car from the manufacturer is a long process and led to the delay of the first. It has not been confirmed, but the game's U.S. release may now be moved to next spring. A rumor circulating in the industry has also hinted that Sony may hold the game for release on the PlayStation 2.

Gran Turismo 2 is under development by Polyphony Digital, the same team that brought you the original.



Pokémon Expands to PC

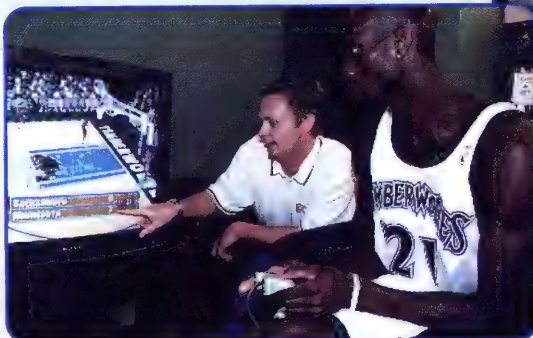
The Learning Company and Nintendo of America have reached an agreement that allows The Learning Company to develop and publish educational software based on Nintendo's overnight phenomenon, **Pokémon**. The Learning Company's president, Greg Bestick, had this to say, "We are thrilled to introduce Pokémon to an entirely new audience of fans by combining its global popularity with innovative software technology." Greg really wanted to say, "Holy Pikachu spit! We just acquired rights to the biggest franchise in the world! Hello early retirement!"

The Learning Company already has two *Pokémon* titles scheduled to hit PC retailers this fall.



The Big Ticket Represents in Vancouver for NBA Live 2000

Minnesota Timberwolves' star forward, **Kevin Garnett**, recently marched his multi-million dollar booty up to Vancouver to do motion-capture for **EA Sports'** upcoming **NBA Live 2000**. Garnett rushed the high security EA complex with a six-deep posse and hung out all day, showcasing some jaw-dropping moves for the mo-cap team. After his session was done, The Big Ticket got in a little PlayStation time, providing the developers with some NBA-caliber input on Live 2000's gameplay and graphics.



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Fujin

Weapon: b, b, LP
Whirlwind Spin: f, d, (Hold LP)
Dive Kick: d+LK (In Air)
Tornado Lift: f, d, f, HP
Slam: (After Lift) b, f, d, LK
Rising Knee: d, f, HK
Fatality: Run+Blk (5 Times)
Fatality 2: d, f, f, u+Blk
Spike Fatality: b, f, b+HP
Fan Fatality: d, d, d+HK

Jarek

Weapon: f, f, HP
Cannonball: b, f, LK
Ground Shaker: b, d, b, HK
Tri-Blade: d, b, LP
Vertical Roll: f, d, f, HP
Fatality: f, b, f, f+LK
Fatality 2: u, u, f, f+Blk
Spike Fatality: b, f, f+LP
Fan Fatality: f, d, f+HK

Jax

Weapon: d, f, HP
Ground Wave: f, f, d, LK
Dash Punch: d, b, LP
Backbreaker: Blk (In Air)
Fireball: d, f, LP
Multi-Slam: LP
(Run+Blk+HK)(HP+LP+HK)(HP
+Blk+LK)(HP+LP+HK+LK)
Fatality: (Hold LK For 3 Secs) f,
f, d, f+Release
Fatality 2: b, f, f, d+Blk
Spike Fatality: f, f, b+HP
Fan Fatality: f, f, b+LK

Kal

Weapon: d, b, LP
Falling Fireball: b, b, HP
Rising Fireball: f, f, LP (In Air)
Air Fist: d, f, HP
Super Roundhouse: d, f, LK
Handstand: Blk+LK (Hold LP
Spin) (LK/HK Kicks)

Fatality: (Hold Blk) u, f, u,
b+HK
Fatality 2: u, u, u, d+Blk
Spike Fatality: b, f, d+HK
Fan Fatality: f, f, d+Blk

Kitana

Weapon: f, b, HK
Fan Throw: f, f, HP
Fan Lift: b, b, b, HP
Fan Swipe: b+HP
Wave Punch: d, b, HP
Fatality: b, d, f, f, HK
Fatality 2: f, f,
d, f
Spike Fatality:
d, d, f, LK
Fan Fatality: f,
d, f, LP



new releases

All dates subject to change.
Call your local retailer for more details.

Release Date	Title	Publisher/Distributor	System
OCTOBER			
10/15/99	40 Winks	GT Interactive	GBC
10/15/99	Azure Dreams	Konami	GBC
10/15/99	Blues Brothers	Interplay	GBC
10/15/99	Carnivale	Vatical	GBC
10/15/99	Harvest Moon	Crave	GBC
10/15/99	NASCAR Racing	Majesco	GBC
10/15/99	Tonka Racing	Majesco	GBC
10/15/99	US Open Tennis	Tommo	GBC
10/15/99	Viewpoint	Classified	GBC
10/15/99	Yoda Stories	THQ	GBC
10/15/99	AirBoardin' USA	Agetec	N64
10/15/99	Blues Brothers	Interplay	N64
10/15/99	Castlevania Eternal Darkness	Konami	N64
10/15/99	Elmo's Letter Adventure	New Kid Co	N64
10/15/99	Elmo's Number Journey	New Kid Co	N64
10/15/99	Harvest Moon	Crave	N64
10/15/99	Top Gear Hyperbike	Vatical	N64
10/15/99	Animorphs	GT Interactive	PS-X
10/15/99	Brunswick Bowling 2	THQ	PS-X
10/15/99	Detonator Gauntlet	Working Designs	PS-X
10/15/99	Elmo in Grouchland	New Kid Co	PS-X
10/15/99	Indiana Jones & Infernal Machine	LucasArts	PS-X
10/15/99	Lego Rocker Raiders	Lego Media	PS-X
10/15/99	Major League Soccer	Konami	PS-X
10/15/99	Monkey Magic	Sunsoft	PS-X
10/15/99	NHL Blades of Steel '00	Konami	PS-X
10/15/99	Renegade Racing	Interplay	PS-X
10/15/99	Unreal	GT Interactive	PS-X
10/15/99	Cut Away	Classified	DC
10/15/99	Sega NBA 2K	Sega	DC
10/15/99	Sega Bass Fishing	Sega	DC
10/15/99	Virtua Fighter 3TB	Sega	DC
10/19/99	Ghosts & Goblins	Capcom	GBC
10/19/99	Kiss: Psycho Circus	Rockstar Games	GBC
10/19/99	Magical Tetris Challenge	Capcom	GBC
10/19/99	Ms. Pacman	Namco	GBC
10/19/99	NFL Blitz 2000	Midway	GBC
10/19/99	Alien Resurrection	Fox Interactive	PS-X
10/19/99	Arcade Party Pak	Midway	PS-X
10/19/99	Army Men Sarge's Heroes	3DO	PS-X
10/19/99	Crash Team Racing	Sony	PS-X
10/19/99	Dune 2000	Westwood	PS-X
10/19/99	Grandia	Sony	PS-X
10/19/99	Official F1 Racing 99	Eidos	PS-X
10/19/99	Pong	Hasbro	PS-X
10/19/99	Scrabble	Hasbro	PS-X
10/19/99	Trickin Snowboarder	Capcom	PS-X
10/22/99	Grand Theft Auto 2	Rockstar Games	PS-X
10/25/99	Beauty & Beast Board Game Adventure	Nintendo	GBC
10/25/99	Pokemon Yellow	Nintendo	GBC
10/25/99	Rayman 2	Ubi Soft	N64
10/25/99	StarCraft 64	Nintendo	N64
10/26/99	NBA Live 2000	Electronic Arts	N64
10/26/99	Paperboy	Midway	N64
10/26/99	Army Men Air Attack	3DO	PS-X
10/26/99	FIFA 2000	Electronic Arts	PS-X
10/26/99	Juggernaut	Jaleco	PS-X
10/26/99	NBA Live 2000	Electronic Arts	PS-X
10/26/99	NBA Shootout 2000	Sony	PS-X
10/26/99	Supercross 2000	Electronic Arts	PS-X
10/26/99	V Rally 2: Need for Speed	Electronic Arts	PS-X
10/26/99	Vigilante 8: 2nd Offense	Activision	PS-X
10/26/99	Vigilante 8: 2nd Offense	Activision	DC
10/27/99	Earthworm Jim 3D	Rockstar Games	N64
10/28/99	Carmageddon	Interplay	GBC
10/28/99	Wicked Surfing	Interplay	GBC

Release Date	Title	Publisher/Distributor	System
10/28/99	Carmageddon	Interplay	N64
10/30/99	Paint Ball	Majesco	GBC
10/30/99	Pong	Majesco	GBC
10/30/99	Carnivale 64	Vatical	N64
10/30/99	Carnivale	Vatical	PS-X
10/31/99	Clock Tower 2	Agetec	PS-X
NOVEMBER			
11/1/99	Armada:Secret Weapon	Metro 3D	GBC
11/1/99	NBA 3 on 3 with Kobe Bryant	Nintendo	GBC
11/1/99	Polaris SnoCross 2000	Vatical	GBC
11/1/99	NBA Courtside 2	Nintendo	N64
11/1/99	Road Rash Unchained	Electronic Arts	PS-X
11/1/99	Draconus: Cult of the Wyrm	Crave	DC
11/2/99	Knockout Kings 2000	Electronic Arts	N64
11/2/99	NBA Showtime	Midway	N64
11/2/99	Cool Boarders 4	Sony	PS-X
11/2/99	Formula 1 99	Activision	PS-X
11/2/99	Knockout Kings 2000	Electronic Arts	PS-X
11/2/99	NBA Showtime	Midway	PS-X
11/2/99	NBA Showtime	Midway	DC
11/9/99	Army Men	3DO	GBC
11/9/99	Battle Tanx	3DO	GBC
11/9/99	Grand Theft Auto	Rockstar Games	GBC
11/9/99	Marble Madness	Midway	GBC
11/9/99	Oddworld Adventure 2	GTI	GBC
11/9/99	Rainbow 6	South Peak	GBC
11/9/99	Rampart	Midway	GBC
11/9/99	Space Invaders	Activision	GBC
11/9/99	Vegas Games	3DO	GBC
11/9/99	R2R Boxing	Midway	N64
11/9/99	Rainbow 6	South Peak	N64
11/9/99	Space Invaders	Activision	N64
11/9/99	Vigilante 8: 2nd Offense	Activision	N64
11/9/99	Cybernetic Empire	Jaleco	PS-X
11/9/99	Gran Turismo 2	Sony	PS-X
11/9/99	Jackie Chan Stunt Master	Midway	PS-X
11/9/99	K1 Grand Prix	Jaleco	PS-X
11/9/99	Ready 2 Rumble Boxing	Midway	PS-X
11/9/99	Rainbow 6	South Peak	PS-X
11/9/99	Spyro the Dragon 2: Ripto's Rage	Sony	PS-X
11/9/99	Twisted Metal 4	Sony	PS-X
11/9/99	Wu-Tang: Shaolin Style	Activision	PS-X
11/10/99	Resident Evil 3:Nemesis	Capcom	PS-X
11/10/99	Spec Ops	Rockstar Games	PS-X
11/11/99	Battle Tanx 2 Global Assault	3DO	N64
11/11/99	Worms Armageddon	Hasbro	PS-X
11/12/99	Q-Bert	Hasbro	PS-X
11/15/99	Boarder Zone	INFOGRAMES	GBC
11/15/99	Cage	Metro 3D	GBC
11/15/99	Dracula Return	Tommo	GBC
11/15/99	Hot Wheels	Mattel	GBC
11/15/99	International Track & Field	Konami	GBC
11/15/99	Junk Bots	ElectroBrain	GBC
11/15/99	Konami Rally	Konami	GBC
11/15/99	Legend of the River King	Crave	GBC
11/15/99	Magical Drop	Classified	GBC
11/15/99	Mask of Zorro	Classified	GBC
11/15/99	Ninja	Metro 3D	GBC
11/15/99	Supreme Snowboarding	Infogrames	GBC
11/15/99	Test Drive Offroad 3	Infogrames	GBC
11/15/99	Worms Armageddon	Infogrames	GBC
11/15/99	Looney Tunes:Taz Express	Infogrames	N64
11/15/99	Major League Soccer	Konami	N64
11/15/99	Polaris SnoCross 2000	Vatical	N64
11/15/99	40 Winks	GT Interactive	PS-X
11/15/99	Barbie Race & Ride	Mattel	PS-X

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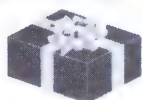
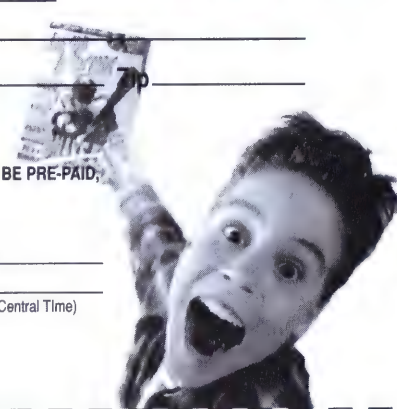
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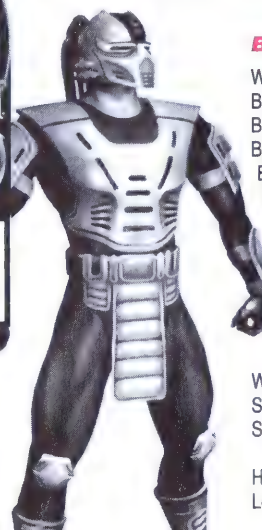


TRAINING CARD

Show 'em who knows all the moves!

Legend:	Blk- Block
f- Forward	HK- High Kick
b- Back	LK- Low Kick
u- Up	HP- High Punch
d- down	LP- Low Punch

Part 1 of 2



Baraka

Weapon: b, b, HK
 Blade Swipe: b+HP
 Blade Fury: b, b, b, LP
 Blade Spark: d, b, HP
 Blade Spin: f, d, f, Blk
 Fatality: b, b, b, b, HP
 Fatality 2: b, f, d, f, LP
 Spike Fatality: d, b, b, LK
 Fan Fatality: f, f, d, HK

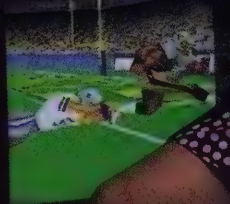
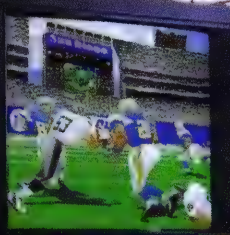
Cage

Weapon: f, d, f, LK
 Shadow Kick: b, f, LK
 Shadow Uppercut: b, d, b, HP
 High Fireball: d, f, HP
 Low Fireball: d, b, LP

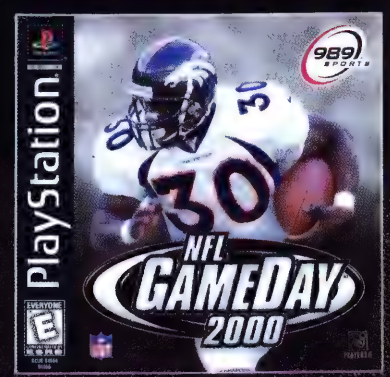
Split Punch: Blk+LP
 Fatality: f, b, d, d+HK
 Fatality 2: d, d, f, d+Blk
 Spike Fatality: b, f, f+LK
 Fan Fatality: d, f, f+HK

Cyrax

Weapon: b, f, HP
 Close Bombs: (LK) b, b, HK
 Far Bombs: (LK) f, f, HK
 Net: b, b, LK
 Teleport: f, d, Blk (Also In Air)
 Air Jump: b, d, f, Blk
 Fatality: u, u, f, d, Blk
 Fatality 2: d, d, f, u, Run
 Spike Fatality: d, b, b, LP
 Fan Fatality: b, f, f, HP



NFL GameDay 2000 gives you 1,200 new plays and 200 new motion captured moves designed and performed by 45 NFL players. There's a Training Camp Mode to practice plays, and a GM Mode to manage your team over multiple seasons. We've even added a revolutionary telestrator along with Dick Enberg and Phil Simms commentary. Now everyday is game day.



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SNK Signs Sonic for Neo Geo Pocket Color

Sonic fans rejoice! **Sega's** blue superstar is making a return to the handheld market for the first time since **Sonic 2** and **Sonic Chaos** on the Sega **Game Gear**. **SNK** recently signed a licensing deal with Sega which will allow it to develop and publish a Sonic the Hedgehog game for its new handheld system, the **Neo Geo Pocket Color**. From what we've seen, the game looks to be very similar to the Game Gear version of **Sonic 2**; however, there are two new modes: a Puzzle Room, and a Duel Room. The game should be in stores sometime before Christmas.



Jason Kidd Shows Moves for Shoot Out 2000

The **Phoenix Suns'** franchise point guard did a little shakin' and bakin' for **989 Sports'** upcoming basketball game for **PlayStation**. NBA All-Star and Olympic team member, Jason Kidd, recently completed a motion-capture session for 989's **NBA Shoot Out 2000** – he also did some work for another upcoming basketball game from 989.

Game Informer was in attendance at the session and noticed that Kidd was equipped with more mo-cap sensor balls than normal. When asked why, 989 stated that they added more balls because work was also being started on a version of **Shoot Out** for the PlayStation 2.

Shoot Out is the first confirmed sports title for the **PlayStation 2**, and we expect to see information concerning other 989 PlayStation 2 sports titles very soon.



SNK Fights Capcom on Neo Geo Pocket

We gathered some preliminary screens of **SNK's** new game for **Neo Geo Pocket Color** that pits classic fighting game characters from SNK's stable against the power houses from Capcom.

Think of the possibilities of Terry Bogard against Guile, or Jubei going toe-to-toe with Ryu. It's a fighter game fanatic's dream – although it isn't a fighting game. The new title for NGPC, **SNK vs. Capcom**, is a card battle game. Not unlike the **Pokémon** card game, players will collect cards and battle for supremacy. Do not be distraught, because an actual fighting game is being developed by Capcom for the arcades. It is likely that this game will make it to home systems, including the NGPC, in the near future.



Game Informer's Site O' The Month



The Jar-Jargonizer

<http://www.hit-n-run.com/jarjar.html>

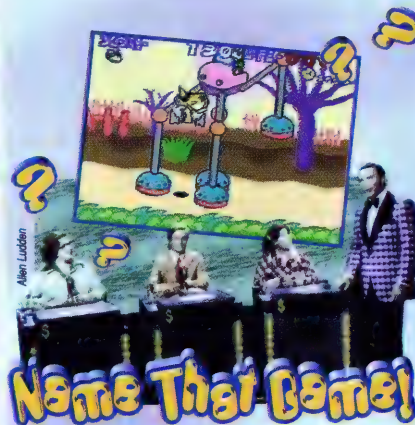
Further proof that some people have way too much time on their hands, this unique site can translate most web pages into the Gungun dialect of the lovable Mr. Jar Jar Binks from **Star Wars: Episode I**. Just log onto the site, type in the URL, and Jar Jar will read the page to you-sa in great speakalike of Gunguns. This site even allows you to send email in Gungun. Note: not all pages work with this site (text-heavy pages work best). You-sa enjoy!

VIDEO GAME

TRIVIA

- 1 Nintendo's new system is codenamed the Dolphin. What were the original codenames for the Nintendo 64?
- 2 What were the codenames for the Dreamcast?
- 3 Which console system was the first to offer a CD-ROM add-on?
- 4 What company had, at one time, planned to manufacture a CD-ROM attachment for the Super Nintendo?
- 5 What was the Sega Genesis called in Europe?

[Answers on the bottom of page 30]



Name That Game!

In 1992, Kaneko released this SNES platformer which starred a super-hip feline snack salesman. Hopefully he lived off his Frito-Lay royalties, because this horrible game might well be one of the least tasty action/adventure titles ever.

[Answer on the bottom of page 30]

0-60 IN 1 SECOND.

HIGHSPEED

At 60 frames-per-second, TOKYO XTREME RACER is one of the fastest console games in existence. It's a white-knuckle racing experience that will leave you breathless.



HIGHVOLTAGE

Throw down against road rivals in point battle mode, customize your import racer in quest mode, or choose versus mode to go head-to-head at a blistering 60 frames per second.



HIGHOCTANE

"This game has unbelievable graphics that, in my opinion, easily rival that of the Gran Turismo 2 demo"

SEGANET.COM

"Graphically, this game is better than any console racing game to date...period."

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Data File:

► **Square** is said to be working on **Engeiz 2**, a game rumored to be a launch title for the **PlayStation 2**.

► **Infogrames** smurfed that it is smurfing **The Smurfs** cartoon to the **PlayStation** this winter. Smurf will be had by all as they play with Smurfette, Hefty, Gargamel, and Papa Smurf (what, no Azrael?).

► **Majesco, Inc.** has spawned **Pipe Dream Interactive**, an interactive publishing division. Pipe Dream will publish original and licensed games for the **Sega Dreamcast**, **Game Boy Color**, and other game consoles. The first game under the Pipe Dream label will be **Rainbow Six** for Dreamcast.

► **Midway** is bringing a version of its highly anticipated **Dreamcast** title, **Ready 2 Rumble Boxing**, to the **Game Boy Color**. The game will ship sometime in November.

► **Sega** announced that its cover-boy for **NBA 2K** is the Philadelphia 76ers' Allen Iverson. The young sensation is apparently helping the developers analyze gameplay and graphical elements of the games and will appear on the box art for the games.

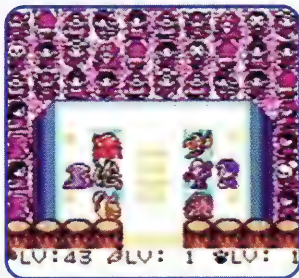
► **Game Informer** associate editor, Erik Reppen, spent four straight days in the **GI** office.

► **Hasbro Interactive** announced that it will publish **NASCAR Challenge** for **Game Boy Color**. The game has been scheduled to release sometime after September and before January. In other words, it is slated for 4th quarter.

► **Acclaim** announced plans to bring **Shadow Man** and **Jeremy McGrath Supercross** to the **Sega Dreamcast**. These games join other Acclaim DC titles: **WWF Attitude**, **NFL Quarterback Club 2000**, and **TrickStyle**.

► **Nintendo** has moved the release of **Excitebike 64** to an undetermined date.

► **ASC Games** has pushed the release of **Jeff Gordon Racing** for **PlayStation** to February of next year.



Eidos To Bring Game Boy Dragon Quest Stateside

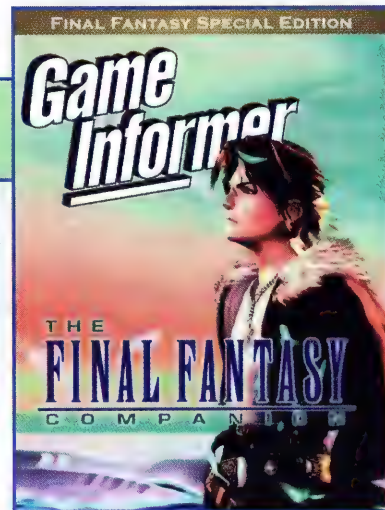
Eidos has acquired the rights to publish the **Game Boy** version of **Enix's** popular **Dragon Quest** series in North America and Europe. The game, to be renamed **Dragon Warrior Monsters - Terry's Wonderland**, has already sold a whopping 2.2 million copies in Japan.

An Eidos representative said a firm U.S. release date has not been established, but added that the game should appear between October and December (4th quarter). **Dragon Warrior Monsters** will be compatible with both the **Game Boy** and **Game Boy Color** units.

Game Informer Pays Tribute To Final Fantasy

The editors of **Game Informer** have put the finishing touches on a special edition of the magazine featuring **Final Fantasy**. **The Final Fantasy Companion** is a comprehensive look at **Final Fantasy V, VI, VII, and VIII**. All of these games are broken down into easy to follow walkthroughs that cover many aspects of playing the game. The magazine also contains a look at the history of **Square Soft** with a complete listing of games the company has released in Japan and the U.S.

The **Game Informer Special Edition: Final Fantasy Companion** is available now and carries a MSRP of \$14.95.



Activision Takes Star Trek to the PS-X Frontier

Activision announced plans to publish the first-ever **Star Trek** game for the **PlayStation**. No title has been announced, but the game, to be developed by Warthog, will be a space shooter and should be released in the summer of next year.

The game will cast players as pilots of a Federation fighter ship who must complete over 30 missions, ranging from defending the Federation against alien enemies to investigating interstellar mysteries. There will be multiple ships, which will require players to manage their energy and shield systems. There are cutscenes, based on episodes of **Star Trek: The Next Generation** television show, in which players will encounter the whole **Star Trek** posse, as well as the Klingons, Borgs, and a never-before-seen alien race.

WHAT'S THE DIFFERENCE BETWEEN A KAMIKAZE & A BLUE IMPULSE PILOT?

[2 METERS]



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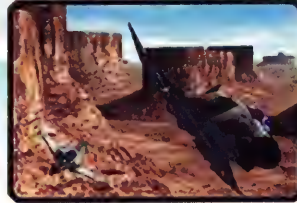
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McFarlane's Danger Girl Toys

Todd McFarlane recently debuted a line of action figures based on the successful **Cliffhanger** comic book series, **Danger Girl**. The whole D-Girl posse should be hitting the **PlayStation** this fall, in the form of a 3D action/adventure game, which is being developed by **N-Space** for **THQ**.

toys! toys! toys!



Nightmare Creatures 2 Stalks the N64 & PS-X

Although the original has some problems with combat and control, we're still excited at the prospect of **Nightmare Creature 2**. Developer **Kalisto** promises a completely new combat system, which might help alleviate some of our gripes. There are two new characters to play as: Rachele Donnerty, an English secret agent, and Wallace, a psychopath. You must hack-and-slash your way across the globe to retrieve a magic relic from Crowley. Combo moves are back, as well as new weapons and spells. The plot takes place over 100 years since the first game.

The game is in development for both **Nintendo 64** and **PlayStation** and will be published by Activision. **Nightmare Creatures** is scheduled to release on both systems in March of 2000.



THE GOOD, THE BAD, THE UGLY

UGLY - Proving once again that **Nintendo** is all about the Benjamins, it dropped the bizzorb regarding its special edition **Tommy Hilfiger Game Boy Color**. Playaz who cop 50 dead presidents worth of Tommy gear will be able to purchase the Tommy GBC for a mere \$57.50. Hilfiger apparel was featured in the Nintendo 64 game, **1080 Snowboarding**.



GOOD - A Merrill Lynch/Sony investor analyst report makes predictions regarding the Japanese release of the **PlayStation 2**. The report read that the PS2 would ship in Japan on January 23rd, at a price of 45,000 yen (\$400 U.S.). Games would retail for around 8000 yen (\$70), and there would reportedly be "three to four completely new launch titles, and as many as seven totally 'upgraded' PlayStation games."

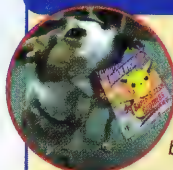
Rumors of the U.S. release have some industry insiders predicting the PlayStation 2 might show in March.

BAD - Game Informer's recent issue deadline had staff members sacrificing wrestling, role playing, golf, Star Wars, TV, social life, family matters, relationships, bill payments, and sleep.

GOOD - The Game Informer staff is done with an 'ellish deadline.

GOOD - **Tomb Raider: The Last Revelation** is the last Lara Croft game that will be bound exclusively to the **PlayStation**. A couple years back (before Tomb 2), **Eidos** signed an exclusive console deal with **Sony** for three Tomb Raider titles. If you do the math (TR 2 + TR 3 + TR: LR = 3), you'll know the deal is done. That means that Lara has free console reign, and we'll likely see Tomb Raider on **Sega** and **Nintendo** systems in the near future.

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Video Game Trivia Answers:

1. Project Reality and Ultra 64
2. Dural, Black Belt, and Katana.
3. The Turbo-Grafx
4. Sony
5. The Mega-Drive.

Name That Game Answer:

Chester Cheetah: Too Cool To Fool



Who says all the action is played between the lines?

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Expected available date of Sept. 24, 1999



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WCW Mayhem (N64)
Expected available date of Sept. 24, 1999



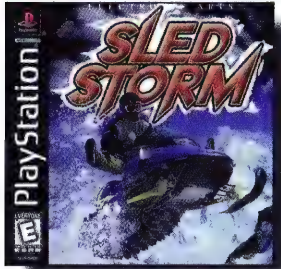
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Xena Warrior Princess
Expected available date of Sept. 24, 1999



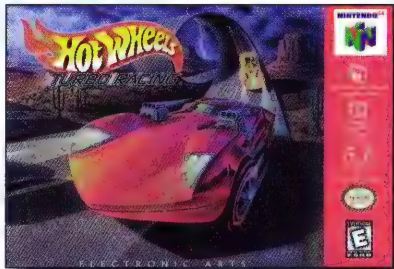
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Now Available



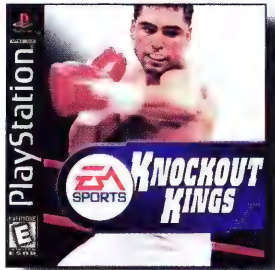
\$54.95

Hot Wheels Turbo Racing (N64)
Expected available date of Sept. 24, 1999



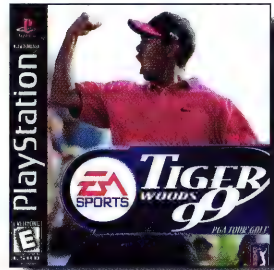
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Hot Wheels Turbo Racing (PSX)
Expected available date of Sept. 3, 1999



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Now Available



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Nintendo 64 Review

- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Racing
- **Special Features:** Stunt, Championship, & Track Editor Modes; 28 Cars, 13 Tracks, & 4 Multiplayer Arenas; Normal & Medium Resolution; Weapons; Multiplayer Battle Mode; Rumble, Controller, & Expansion Pak Compatible
- **Replay Value:** Moderately Low
- **Created by:** Acclaim Studios
- **Available:** Now for Nintendo 64

Bottom Line: 4.75



Acclaim Studios is fully aware that the Nintendo 64 racing stable is bulging at the seams, ready to explode with the overabundance of replicated racing trash. So instead of creating another clone for Nintendo's racing armada, Acclaim took a stab in the dark and chose to construct a racing simulation that breaks new ground and adds a playful element to this diseased genre.

Behold Re-Volt! The Nintendo 64's first radio-controlled racing game. To give this long overlooked territory extra spice, Acclaim has integrated an element of fantasy into this high-speed venture. While retaining a normal RC car appearance, each vehicle is actually a living hunk of plastic with a different name and differing abilities. All of the vehicles are also endowed with magical power and can launch a number of different attacks at the opposition once a certain spell is acquired.

Zapping your pint-size adversaries with lightning bolts is extremely entertaining, but the sole purpose of this game is racing and the gathering of Championship Cups. With a realistic physics engine at its side, this racer pushes the player to memorize the tracks and master techniques for certain turns. All of the tracks are modeled to show the minuscule size of the RC car. The seven environments range from science museums to supermarkets. These real-world settings create thirteen different tracks, all of which can be raced mirrored. Along with hairpin turns and narrow paths, the RC cars must outmaneuver obstacles ranging from street cones to cash register checkouts.

If these tracks become monotonous or too challenging, you can also create your own racing loop with the Track Editor. Or you can hang up your racing and try to collect hard-to-reach stars in the Stunt mode. As with most Nintendo 64 titles, this one supports multiplayer. Race against three friends or try to rip their hearts out in Battle mode.

The sheer abundance of Nintendo 64 racing games is quite overwhelming, but rest assured, Re-Volt won't get lost in the shuffle.



The Stunt mode is complete with huge jumps and loop-the-loops.



Pulling ahead through the turn.



He just ate gutter.



Neck and neck.



Push your batteries to the limit in multiplayer.

The Bite-Size Revolution

ANDY

THE GAME HOMBRE

Concept

6

Graphics

4

Sound

3

Playability

5

Entertainment

1

3.75

OVERALL

"A long time ago I used to race RC cars, and my memory of the experience is a pleasant one. I wish I could say the same thing for this (I just have to say it) revolting game. The list of problems with Re-Volt goes on and on — graphics, sound, computer AI, you name it. Which is sad, because the game has all the extra goodies like a track editor and stunt track. But even with these little bonuses, I can't find any reason to want to play this game. I mean come on, it's a crappy racer on N64...what more could an N64 owner want? Don't look in this game's direction, don't rent it, and hey...while I'm thinking about it, don't even read this page anymore (unless you want to show it as a warning to your friends). **Forget this game ever existed.**"

PAUL

THE GAME PROFESSOR

Concept

6

Graphics

8.75

Sound

8.75

Playability

5

Entertainment

5

6.75

OVERALL

"Micro Machines, RC Pro-Am, and many other games established this genre in the past, so I can't say I was too dazzled by the concept of Re-Volt. I think the graphics and environments are fantastic. The tracks are pretty wide open, but there just aren't enough shortcuts and other crazy elements. A few jumps here and there just doesn't cut it. **Acclaim forgot about the control.** Sure, this is supposed to be some type of RC simulation (in a way), but it's not any fun. There are a few basic physics settings in an attempt to adjust it to people's liking, but there isn't one that fits. Additionally, the little weapons really add little to the action and, for the most part, are pretty dull. Again, this game looks great but it offers little else."

REINER

THE RAGING GAMER

Concept

4.25

Graphics

5

Sound

4.5

Playability

2.25

Entertainment

1.5

3.5

OVERALL

"Re-Volt is nothing short of revolting. When I play this game, I feel as though I should bludgeon out my eyes, stick them in a parcel, and UPS them to Acclaim Studios so that the development team can get a close-up look at how displeased I am with this hideous racer. I really don't have a problem with the concept. I actually like the idea of controlling RC cars through real-world settings. I just wish this game had a better engine beneath its tires. The graphics are certainly pretty and the environments are constructed nicely, but because of a choppy framerate and sloppy controls, you never really get a solid grasp of the gameplay. The overall experience is very frustrating and not worth the time or effort."



Nintendo 64 Review

- **Size:** 96 Megabit
- **Style:** 1 or 2-Player Racing
- **Special Features:** 40 Classic Hot Wheels Cars; 10 Tracks in 4 Environments; Mad Tricks; Huge Crashes; Loop-The-Loops & Criss-Crosses; Controller & Rumble Pak Compatible
- **Replay Value:** Moderate
- **Created by:** Stormfront Studios for Electronic Arts
- **Available:** Now for Nintendo 64 (PlayStation)

Up Your Axle

"There isn't anything really wrong with Hot Wheels Turbo Racing. The graphics are decent, the soundtrack's pumping, and the control's right on. But for all that Turbo Racing does right, it just isn't any fun to play. On the plus side, I think the cars and tracks are cool - there's just something about crazy hot rods shooting through all these loop-the-loops and flying off the massive jumps. But pulling off the tricks is far too easy, and whenever I crashed, I never thought it was my fault - just some dumb computer player running into me. I guess if I were a kid, I'd get into this game; but I'm not, and I didn't. If you are looking for a good one-night rental, this is it, but don't expect to be blown away."

ANDY
THE GAME HOMBRE

Concept 7

Graphics 7

Sound 7.75

Playability 6

Entertainment 4

6.25
OVERALL

"I was one of many who had miles of orange track and constructed completely demented courses to test the limits of my Hot Wheels collection. In the same vein, this game is complete insanity, filled with all kinds of big air and monster tricks. In this racing game, driving takes a back seat to the stunts. Many of the track sections are on rails, so keeping the car going is not necessarily an issue. On the other hand, landing a multiple barrel roll is quite challenging and a necessity if you want to place first. Some familiar Hot Wheels cars are present, but the graphics aren't much to look at. The game is quick, but at the sacrifice of rich textures. If you're into Hot Wheels, you at least have to see it in action. Otherwise, it is probably best to skip this game."

PAUL
THE GAME PROFESSOR

Concept 8

Graphics 6

Sound 8.75

Playability 8

Entertainment 7

7.75
OVERALL

"I expected this game to be butt ugly. As it turns out, the only truly grotesque portion of this racer is the texture quality. The majority of Hot Wheels is actually quite beautiful. It's also the most hyperactive racer on the Nintendo 64. The track designs are completely wicked, tossing out a ton of air and a plethora of twists and spins. As obscure as it sounds, the goal of this game is to hit as much air as you possibly can. As you glide through the air, you can perform a number of tricks to gain turbos. And in turn, the only way to win is through extensive turbo use. There are a number of different circuits to run, each one more difficult than the last, and a ton of classic Hot Wheels cars to unlock. The racing physics can be a little awkward at times, but the awesome air and tricks make any imperfection seem invisible."

REINER
THE RACING GAMER

Concept 8

Graphics 6

Sound 7

Playability 7

Entertainment 7.25

7
OVERALL

The Hot Wheels brand made its debut in 1968, and ever since this landmark day in American history, kids have been driving these little metal cars across linoleum kitchen floors, and collectors have been snatching them up by the truckload. In Electronic Arts' long-awaited Nintendo 64 title, Hot Wheels Turbo Racing, 40 of the all-time favorite Hot Wheels vehicles have been recreated with perfect accuracy.

As you would with any toy, striving for complete and utter destruction is the best way to play with Hot Wheels. To accommodate this aggressive play style, developer Stormfront Studios has constructed ten outrageous track designs that will surely leave every Hot Wheels vehicle a smoldering wreck. Through the three environments, Wild West, Glacial Rift, and Haunted Highway, each track comes to life in its own unique way. Some tracks feature spirals and loops; others feature criss-cross intersections and danger changes.

Stormfront has put together a sinister gameplay style that will surely make gamers yank their hair out by the handful. The only way to win races is to use turbos. To gain extra turbo boosts you'll need to catch air and perform a variety of stunts like mid-air spins and end-over flips. The harder the trick you perform, the more turbos you'll receive. Learning the levels will also aid you in the run for the checkered flag, and if you are truly adventurous you'll shave off even more time by locating all the shortcuts.

To accompany racing so radical, a handful of killer tunes have been laid down by Mix Master Mike, Reverend Horton Heat, Meat Beat Manifesto, and Primus. The PlayStation version also includes a bonus song by Metallica, plus another racing environment called Volcano Island. We all played with Hot Wheels as kids, so why shouldn't we continue to do so as adults on our prized electronic playlands?

Bottom Line: 7



Who put that rolling boulder there?



Oh my gawd!!! It's Batman!!!



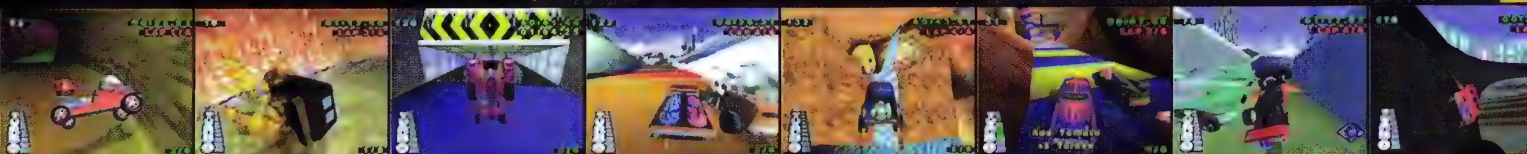
In hot pursuit.



Land tricks to obtain more turbos.



Houston, we have liftoff!





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After a Mission
Like This Comes
All the Paperwork.



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Nintendo 64 Review

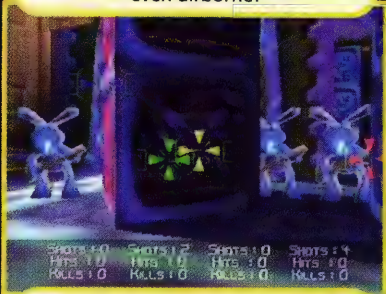
- **Size:** 256 Megabit
- **Style:** 1 to 4-Player Action (With Built-In Save)
- **Special Features:** 3 Playable Characters; Armor Upgrades; Multiple Weapons; Complex Targeting System; 2 Control Modes; Widescreen & Dolby Surround Support; Rumble Pak Compatible
- **Replay Value:** Moderate
- **Created by:** Rareware
- **Available:** October 11 for Nintendo 64

Bottom Line: 7.75

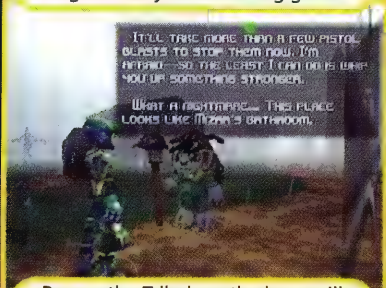
JET FORCE GEMINI



Those nasty bugs are even airborne!



Multiplayer includes a 4-player Hogan's Alley-like shooting game.



Rescue the Tribals or the bugs will kill this adorable species.



Advanced targeting allows players to target specific limbs. You can even blast a bug's head off.

In the same vein as *Starship Troopers* and *Joe's Apartment*, *Jet Force Gemini* is infested with bugs. As it turns out, these aphidic vermin are actually evil aliens who seek galactic supremacy. Led by the tyrant bug, Mizar, new worlds are falling by the day, and interstellar war looms ever closer. Enter *Jet Force Gemini*, the universe's last bastion of hope. While their numbers are few, the three members of Gemini form together to create the ultimate exterminating unit, one capable of cleansing the entire galaxy before McDonald's changes over to its lunch menu.

Players assume the role of aspiring hero, Juno, and later don the roles of the sexy heroine, Vela, and the wacky dog, Lupus. Along the way, an additional ally will join the quest. His name is Floyd. Floyd looks like a flying toaster or a long lost companion to the aliens in *Batteries Not Included*. Floyd roams the alien planes with the brave Gemini crew, and lends a hand in combat and puzzle solving.

The majority of gameplay in this wicked Nintendo 64 title is dedicated to bloody warfare. All of the characters come equipped with powered armor (which can be upgraded) and a slew of powerful weapons. *Gemini* allows you to perform any action needed to take down the bugs. The controls in this game are incredibly comprehensive, and the targeting system is so complex that it can often be confusing. As for the graphics? Alien limbs, buckets of bug blood, and enormous explosions flood the senses and create action so intense and so graphic that you may need to sit back and rest after trudging across a battlefield.

Just like every other Rare game, this one is incredibly deep, and long...so enormously long! There are a ton of secrets to find, plus two different multiplayer modes to compete in. Up to 4-players can bang heads in deathmatch, or you can try and out shoot your friends in a Hogan's Alley-like target game. As an added bonus, Rare has included an option for two players to journey through the normal game. However, this mode is limited. One-player controls the hero, the other controls Floyd.



Lupus' tank is loaded with high-tech weaponry.

Squish Bugs Dead

ANDY
THE GAME HOMBRE

Concept

7

Graphics

9

Sound

9

Playability

5

Entertainment

7

7.5

OVERALL

"From the heart-pounding opening sequence, right down to the buzzing flies, the attention to detail in *Jet Force Gemini* is astonishing. Each level is filled with impressive carnage and lighting effects with laser beams, heads, and body pieces flying everywhere. Unfortunately, for all that this game does well, the same cannot be said for the control. While there's nothing wrong with it per se, the game just puts you into clumsy situations where you end up fumbling with the controls. Personally, I think this game would have been a lot better if Rare just would have dumped the third-person view altogether and gone first-person. The environments are great, with plenty of drones to wipe out, but the somewhat goofy control combined with the annoying camera view will keep many from playing."

PAUL

THE GAME PROFESSOR

Concept

9

Graphics

9.25

Sound

9.25

Playability

6

Entertainment

6

8

OVERALL

"What's wrong with a little action and gunplay on the N64? There haven't been many games with good 3D action on this system and after playing *Jet Force*, we may have a winner. As with past Rare titles, the graphics rank up there with the best the system has to offer. Even though some levels feel like they are right out of *Banjo*, I can appreciate the nicely stylized environments - and you don't even need the Expansion Pak. Amazing. Graphics only take this game so far and, regrettably, the control is not up to par. The characters feel like they are always on ice and the targeting is just plain whacked. You shouldn't have to spend five minutes in an attempt to shoot a life-up off a tower. The upgrades and variety of characters are cool, but overall, I think this is a rental at best."

REINER
THE RAGING GAMER

Concept

8.25

Graphics

8.5

Sound

8.5

Playability

6.25

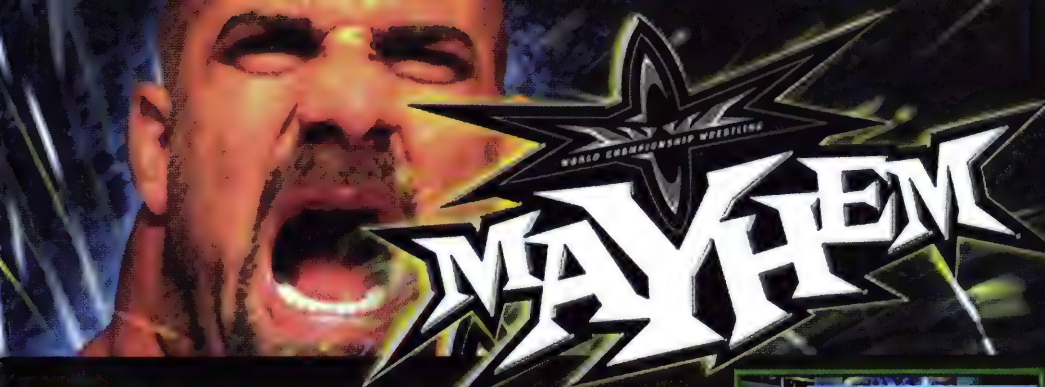
Entertainment

6

7.5

OVERALL

"*Starship Troopers* is one of my favorite movies and books, while *Jet Force Gemini* holds many similarities to this classic tale, I can not endorse it as a masterpiece or even a great game. From what I gather, it seems that Rare struggled with getting this game to work the way it should. The graphics are wonderful, the soundtrack is right on the money, and the concept is to die for, yet the play really stinks and doesn't work in favor of the player. Targeting is frustrating, camera views are a nuisance, and the general controls are not very user friendly. I'm surprised at the graphic violence in this game, and really enjoy it, yet I found myself cursing the game in a multitude of different languages rather than staying engrossed with the epic battle at hand."



EA's Buff and This Is Its Stuff

"For a first effort, WCW Mayhem is pretty good. The graphics are sharp, and the motion-capture animation is solid, and the wrestling is super-charged. Compared to WWF Attitude, though, WCW needs some work. The Wrestler Create, while decent, doesn't hold a candle to Attitude, nor does the wrestling itself, which just doesn't have Attitude's flair. I love the out-of-ring wrestling. It's hilarious, and is essentially what makes this game entertaining, because Mayhem (or maybe it's just the WCW) doesn't quite have the personality that makes Attitude such fun. **But even with its little drawbacks and lack of options, Mayhem is a nice addition to anyone's wrestling library, and is at the very least worth a rental.**"

ANDY
THE GAME HONORE

Concept **7.5**

Graphics **8.25**

Sound **8.5**

Playability **8**

Entertainment **8**

8
OVERALL

"Being able to fight in the back, the PPV password, the Momentum Meter, and even simply being able to throw a chair into the ring are some great ideas, but where are the wrestling staples, like a cage match? What really impressed me about Mayhem is its speed for a game that uses motion-capture, its easy control, the fact that hard difficulty is actually hard, and how the camera switches to all the right angles. These make up somewhat for Mayhem's collision problems, the so-so Create Wrestler, and that the N64 version has only Shrivone on play-by-play (everyone knows the man's useless without Heenan). Mayhem is a truly solid foundation for the WCW series EA will be building, but it isn't quite enough to compete with the many other N64 wrestling options available."

JAY
THE GONZO GAMER

Concept **8.5**

Graphics **7**

Sound **7**

Playability **8.5**

Entertainment **8**

7.75
OVERALL

"There's a lot to like about Electronic Arts' first wrestling attempt, and in the near future, this engine could transform into a truly remarkable game. For now, **WCW Mayhem is a lackluster release that doesn't come close to delivering an experience like WWF Attitude**, although wrestling fans should definitely check it out before writing it off completely. Mayhem's backstage antics are absolutely hilarious. Its computer opponents are actually tough competition, and the PPV Password brings about a number of interesting prospects. On the other hand, Mayhem struggles with grapple moves and collision fields. The character models look good, but move awkwardly, and the Create Wrestler option is limited to just the basics. Electronic Arts just needs to get through some growing pains."

REINER
THE RAGING GAMER

Concept **6.25**

Graphics **7.25**

Sound **7**

Playability **7**

Entertainment **7**

7
OVERALL



A sign in Helen's bathroom.



It's not too often that a new pro-wrestling engine is put together. This is partly due to the difficulty of obtaining a big license, but mostly it's because creating such an engine is really freakin' hard. Your standard sports games have rules that have to be followed. Designers of a wrestling game must assume that its players will want to break the rules in as many ways as possible. At least, that's what Kodiak did when they put together WCW Mayhem for Electronic Arts.

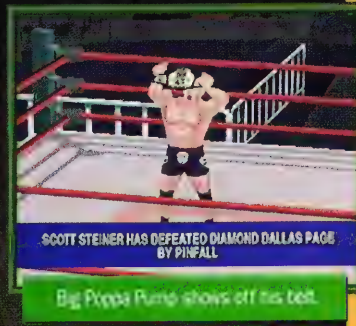
Sure, there are 15 rings to fight in, but assuming you play with no count-outs, there are also 12 backstage areas to brawl in. Any time during a singles competition, you and your opponent can head back out the entryway to continue your dispute in such locales as the ticket office, the bathroom, or the parking lot. Think carefully before heading behind the scenes, though, for these areas are not only always filled with weapons (Singapore Canes, black bats, tazers, and chairs, for example), but often contain an enemy waiting to ambush you.

But don't worry about getting low on health, because your wrestler doesn't have any. To simulate the quick turnarounds that are often seen in the ring, Mayhem uses a Momentum Meter. Even if you're getting creamed from pillar to post, all it takes is a few sweet moves to turn yourself (and the crowd's interest in you) around.

Another intriguing Kodiak innovation is the PPV Password option. Say you've just watched Booker T pin Big Poppa Pump on the Fall Brawl pay-per-view. After the shock of the Big Booty Daddy actually losing a match has worn off, you can plug in Mayhem, enter the password flashed during the show, and play the entire PPV to right this horrible wrong. Those with Internet access will also be able to get passwords for many classic WCW PPVs of the past.

God forbid you'd tire of wrestling with WCW's two greatest wrestlers, Scott Steiner and Ernest Miller, but just in case, Mayhem does have the now-mandatory Create Wrestler. Once you've chosen from the 24 nicknames, stolen someone's move set, decided on a personality, and distributed 55 points between nine abilities, you can get to the most important part - your wrestler's appearance. As has become the norm for this wrestling game feature, the options are staggering. In all, there are 40 different appearance options to fiddle with - everything from the mundane (boots) to the ostentatious (body piercing).

Let's we forget, Mayhem also has all the touches necessary to flesh the game out. Wrestlers enter to pyros and music. "Mean" Gene Okerlund announces entering wrestlers. Tony Shrivone makes the in-ring play-by-play. And yes, Norman Smiley does the Big Wiggle.

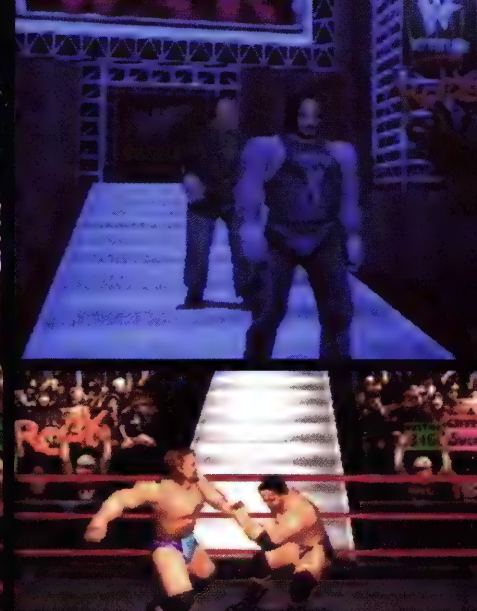


Nintendo 64 Preview

- **Size:** 256 Megabit
- **Style:** 1 to 4-Player Fighting
- **Special Features:** Over 50 WWF Superstars; Full Create-A-Wrestler & Wrestler Edit; Create-A-Pay-Per-View; TitanTron Entrance Videos; More Moves Than Ever Before; The Dynastic One; Rumble Pak Compatible
- **Created by:** Asmik/AKI for THQ
- **Available:** Late November for Nintendo 64

65% Complete

WWE RESTLEMANIA 2000



Attitudinal Adjustment

If a THQ representative were to show you WWE WrestleMania 2000 (WM2K), he or she'd be the first to remind you that it runs on an engine derived from WCW/nwo Revenge. After all, Revenge is the best-selling third-party Nintendo title to date. Given AkI's wrestling engine dynasty combined with WWF's phenomenal popularity, the response from the video game world is sure to be unequalled.

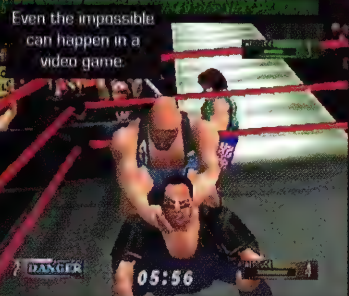
WM2K will share many of the features that made Revenge a hit. The Spirit Meter (renamed Attitude Meter) and grapple system are still in full force, allowing anyone to get in a few good slams by jamming out on the controller. Since motion-capture isn't used, the action is incredibly fast and chaotic. Whenever a particularly devastating move is pulled off, a replay camera quickly shows it in triplicate from different angles.

This isn't to say that the programmers are resting on their developmental laurels. In addition to having more moves, taunts, and animations, WM2K will also have many features that will bring it up to snuff with the impending holiday competition. The Create-

A-wrestler option allows would-be managers to decide on not only moves and appearance (both entrance and in-ring clothing can be designed), but also such important personality traits as who his allies and enemies are, if he comes to the ring with a weapon in hand, and how much he bleeds. Borrowing a little from the competition, the Create-A-Pay-Per-View mode makes its second wrestling game appearance.

WM2K features a few touches rarely seen on the Nintendo 64. All wrestlers enter to their own theme music, doing their entire shtick with the TitanTron playing their entrance video. We were especially impressed that the developers went so far as to have separate music and videos for Mankind, Dude Love, and Cactus Jack (and if you don't get that reference, you're reading the wrong article, buddy).

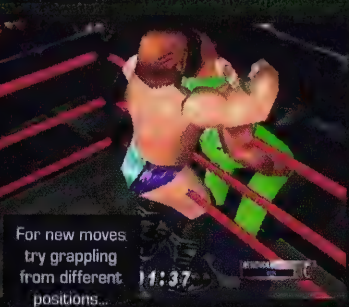
When the gift giving season comes around, many are going to be wondering which wrestling title is the superior one: Attitude or WrestleMania 2000. Although Game Informer can't call the better game yet, it's certainly beginning to look like there won't be a wrong decision.



Even the impossible can happen in a video game.



Who says Kane doesn't love his brother?

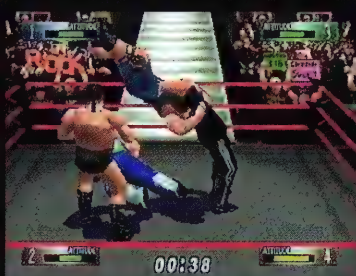
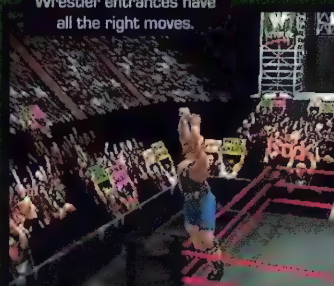


For new moves try grappling from different positions...

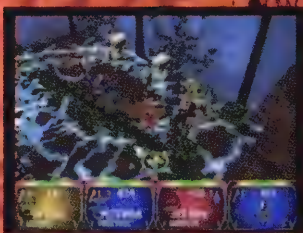


...or attacking from a different place.

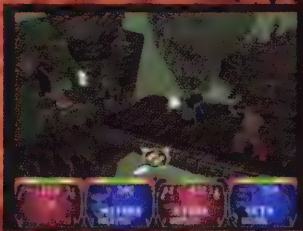
Wrestler entrances have all the right moves.



CHOOSE YOUR WEAPON. CHOOSE YOUR QUEST. CHOOSE YOUR TEAM VERY CAREFULLY.



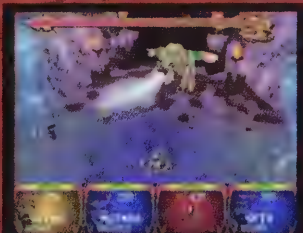
FACE HUNDREDS OF MONSTERS,
SEARCH FOR TREASURES, AVOID
TRAPS, PICK UP MAGIC POWERS.



IT'S THE ARCADE CLASSIC
WITH ALL THE POWER-UPS AND
NEW BOSSSES TO DEFEAT.



BE THE WARRIOR, ARCHER,
WIZARD OR VALKYRIE. EACH WITH
UNIQUE SKILLS AND POWERS.



IT'LL TAKE MORE THAN YOU'VE
GOT TO DEFEAT THE FORCES OF
EVIL AND RECLAIM THE WORLD.
WITH GAUNTLET LEGENDS, THE
NONSTOP ASSAULT IS SO INTENSE,
YOU CAN'T DO IT ALONE. THE
MORE PLAYERS YOU TEAM UP
WITH, THE BETTER YOUR CHANCES
OF DEFEATING THE MOST RESENT-
LESS ENEMIES YOU'VE FACED.

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GAUNTLET LEGENDS



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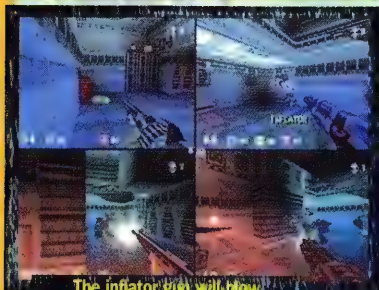
Nintendo 64 Preview

- **Size:** 64 Megabit
- **Style:** 1 to 4-Player Shooter
- **Special Features:** First-Person Perspective; 4 Modes of Play (Multiplayer, Scenario, Co-Op, & Awards); 36 Environments; 17 Playable Characters With Alternate Costumes; 4-Player Simultaneous Memory Pak Load; Rumble & Expansion Pak Compatible
- **Created by:** Acclaim Studios
- **Available:** November for Nintendo 64

80% Complete

TUROK RAGE WARS

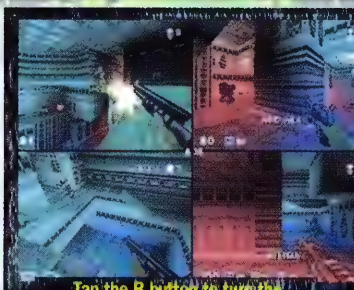
Multiplayer
Dinosaur
Hunting



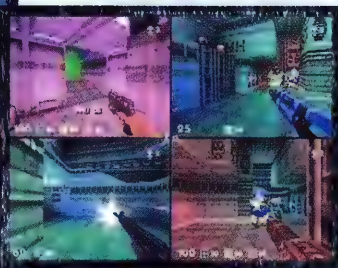
The inflator gun will blow enemies up like a balloon.



Two players can play together in the Co-Op mode.



Tap the B button to turn the shotgun into Street Sweeper mode.



Accclaim has made quite a name for Turok on the Nintendo. Resurrecting the dinosaur hunter from the abyss of failed comic books, Turok has been the go-to guy for Acclaim; and Turok: Rage Wars will continue the legacy this winter. Rage Wars is the third Turok title for the N64, but it is not the next game in the Turok trilogy. Rage Wars is a spin-off in which multiplayer deathmatch takes precedence over anything else.

Containing a total of 36 environments, Rage Wars' arenas are designed with multiple players in mind. If you remember, in the first two Turok titles the environments were enormous, representing miles and miles of virtual space. Rage Wars confines the player(s). This makes the action incredibly hectic and perfect for confrontations.

Multiplayer modes include Blood Lust (deathmatch), Team Blood Lust, Frag Tag, and Capture the Flag. Players can customize these modes to their liking with such options as time and frag limit, as well as add computer-controlled "bots" to make solitary ventures more like playing against friends. Also for the solitary player is a Scenario mode, which is a campaign of tasks that not only acts as training, but unlocks extra characters and the like.

Rage Wars begins with only four playable characters, but 13 more will become available through playing the Scenario mode. Turok and Adon are, of course, members of the cast, with other Turok enemies, such as the Raptor, joining in. Players will also be awarded with alternate costumes for every character. For example, Turok can be changed to have a zombie-like appearance or a futuristic, high tech look.

Weapons are a huge part of the Turok experience, and past games have included some of the most memorable and ingenious tools of destruction ever to grace a first-person shooter. Past Turok weapons like the tek bow, Mag 60, and grenade launcher return to Rage Wars, but cool, new weapons such as the chest burster and inflator have joined the arsenal. Each weapon is equipped with an alternate capability that allows for increased firepower or, in the case of the mini-gun (gatling), adds a temporary player shield. A total of 16 weapons will be available with five other "special weapons" (including the enjoyable cerebral bore) hidden as pickups in certain arenas.

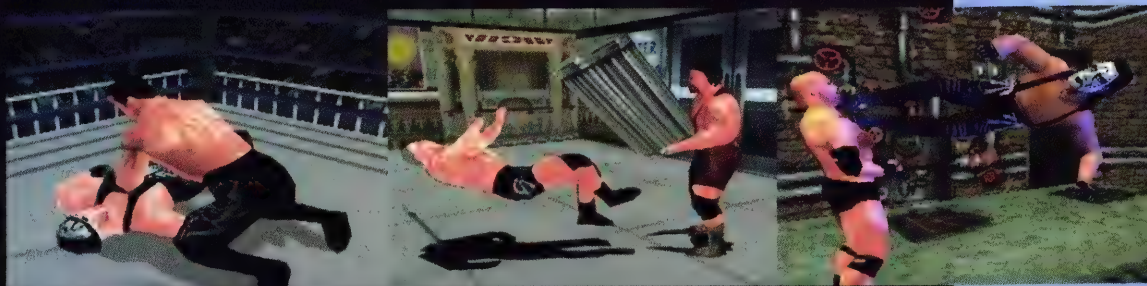
Whereas other first-person shooters give gamers the multiplayer action as a bonus to a one-player game, Turok: Rage Wars is the first game for N64 designed specifically for multiplayer. Is this enough of a game to keep people happy, or will they still crave singular action?



The cerebral bore is a pickup weapon on certain levels.



**YOU CAN LEAVE THE RING ONE OF THREE WAYS.
AS CHAMPION, VICTOR. OR PROJECTILE.**



Murk WCW wrestling's A-list out of the ring and into backstage areas, locker rooms and parking garages.

Trash opponents with garbage cans, kitchen sinks and anything else that's not

bolted down. It's a big arena out there. Give 'em a guided tour: www.wcwmayhem.com



WCW MAYHEM. IT STARTS IN THE RING. IT JUST DOESN'T HAVE TO END THERE.

ELECTRONIC ARTS



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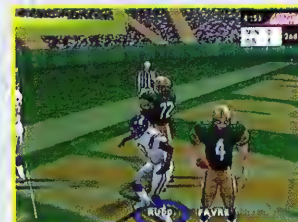
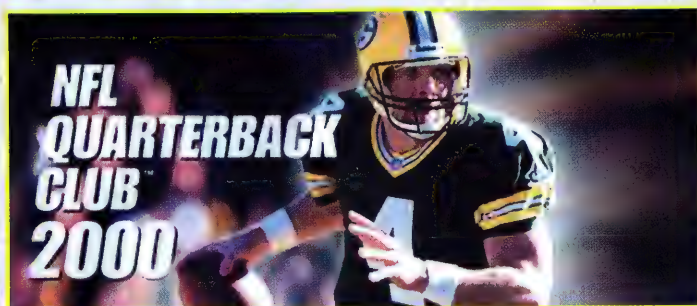
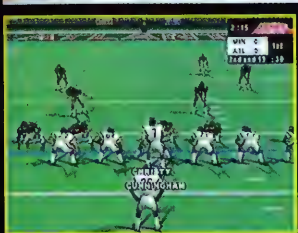
**WCW...The Album Coming 10.19.99
Prima Strategy Guide Available.**

Nintendo 64 Review

- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Sports
- **Special Features:** New "Ultra Hi-Rez" Graphics; Adjustable Resolution; User-Controlled Celebrations; Create Teams & Players; Fantasy Draft; Historic Simulations; Rumble & Expansion Pak Compatible
- **Replay Value:** Moderately High
- **Created by:** Acclaim Studios Austin
- **Available:** Now for Nintendo 64

Bottom Line: 5

	ANDY	PAUL	REINER
Concept:	5	6	4
Graphics:	6	9	4
Sound:	6	9.25	6.25
Playability:	2	5	3.25
Entertainment:	1	6	2.75
Overall:	4	7	4



Andy, The Game Hombre

"Ugh! QBC is a debacle. Underneath its shell of high-resolution graphics and wide array of impressive, motion-captured animations is a football game crying out for help. The boring play and horrific framerate are just the beginning of what's wrong with this one. Avoid QBC at all costs."

Paul, The Game Professor

"QBC's passing game has really taken a turn for the worse. The switch to the passing camera is annoying and the catch button is too inconsistent. Plus, there are things like substitutions and pass-rushing moves that are broken - they just don't work right."

Reiner, The Raging Gamer

"I've seen dead squirrels with more spunk than this game. QBC wasn't bad last year, but what the heck happened?! Its framerate skips like a lopsided vinyl. The gameplay is a junk heap of horrible AI. And the frontend just plain sucks."

In its third season on the Nintendo 64, Acclaim's Quarterback Club franchise has evolved into an impressive football package. QBC has always had the graphics of the pros, but initially the playcontrol and AI were on the level of Pop Warner. Acclaim Studios Austin has worked hard to get the computer to play on par with the real NFL and, sure enough, the work is beginning to show.

Again, the graphics in Quarterback Club 2000 are superb. With the help of Nintendo 64's Expansion Pak, details such as player face masks, eye black, and breath strips show up. The interesting thing about the graphics is that the user can set the detail level. By turning the detail down, the framerate increases and provides a smoother gameplay experience, even though the players look a little blockier.

Playcontrol-wise, the team at Acclaim hasn't made a huge number of changes over last year's game, but has added some minor adjustments. The speed-burst move is gone and in its place is the brake button. A new pass-catching button has also made its way into the playcontrol scheme.

The new AI, graphics, and playcontrol aren't flawless, and players may notice some strange happenings with QBC 2000.

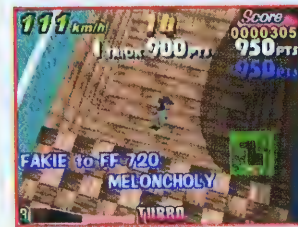
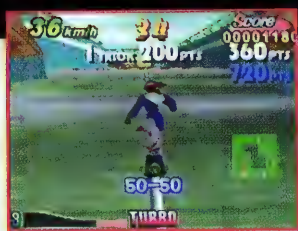
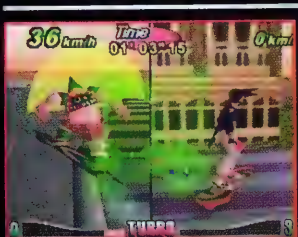


Nintendo 64 Review

- **Size:** 128 Megabit
- **Style:** 1 or 2-Player Action/Racing
- **Special Features:** 4 Characters (Plus More Hidden); 5 Levels (More Hidden); Lip, Pole, Air, & Combo Tricks; Practice, Normal, Time Attack, Free, & Coin Challenge Modes; Controller & Rumble Pak Compatible
- **Replay Value:** Moderate
- **Created by:** Human for Agetec
- **Available:** Now for Nintendo 64

Bottom Line: 5.5

	ANDY	PAUL	REINER
Concept:	8	6	6
Graphics:	5	6	6.25
Sound:	2	5	5
Playability:	6	8.5	5.75
Entertainment:	3	6	5.5
Overall:	4.75	6.25	5.75



Andy, The Game Hombre

"If you really got into Airboardin' USA, there would be quite a lot to it; but I just couldn't get past the annoying voice-overs, lame characters, and super-happy graphics. Really bored N64 owners looking for some boardin' action might venture a rental. People with lives, shouldn't."

Paul, The Game Professor

"There are a couple of good things about Airboardin'. The environments are huge and the tricks at least have some basis in regular boardin'. Still, the game is pretty slow and the camera isn't too great. Hold out for Tony Hawk."

Reiner, The Raging Gamer

"This hoverboard simulation is moderately entertaining and, if not for the dull graphics and mediocre gameplay, it might have been a stellar release. The track designs are cool and the Coin Challenge is rather amusing, but the rest is subpar."

Futuristic boarding games are a tricky business (in more ways than one). To successfully pull them off, you must meld the sports of skateboarding, snowboarding, and surfing into one all-encompassing title. Airboardin' USA is not that title. Instead, it is basically a skateboarding game that skips out on the wheels and lets you go up walls and ride on water.

Airboardin' starts off with a Practice mode that explains its tricks through a tutorial including explanations of the "radical" terms it uses such as Goofy Foot and Fakie, so even the pop-culture challenged can play along. This sets the tone for the entire game, as the characters, levels, and especially the annoying voice-overs all follow with equally inane fare.

In terms of tricks, Airboardin' USA actually has quite an arsenal - lip tricks, flips, ollies - all the basic skateboarding skills are present. Even a couple of extras, like drum and pole tricks, are included to add some extra spice to this "Xtreme" title.

Airboardin' is even deep in its play modes as it offers a Standard Tricks mode, as well as Time Attack, Free, and Coin Challenge. But in the end, is it enough to save this already confused and childish game? We think not.

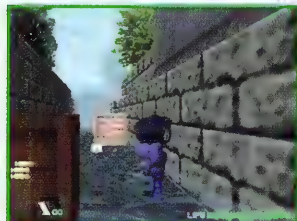


Nintendo 64 Preview

- **Size:** 96 Megabit
- **Style:** 1 to 4-Player Action/Adventure
- **Special Features:** Multiple Weapons; Automatic Sighting System; Crouch Button; Puzzle Solving; 4 Multiplayer Modes; Event Cutscenes
- **Created by:** KOEI
- **Available:** October for Nintendo 64

70% Complete

**Peek-A-Boo,
I See You!**



Terrorism runs rampant in the post-Cold War world, revealing our defense systems to be as weak as wet toilet paper. If a small band of losers can cause huge damage with a primitive fertilizer bomb, imagine what could happen if they got their hands on a doomsday weapon.

WinBack deals with just such a scenario. It seems a Sarocznian revolutionary group has gained control of an army satellite equipped with a deadly laser beam. The government has called in Jean-Luc Cougar (Mellencamp) and S.C.A.T. to regain control of the satellite.

With its emphasis on stealth and puzzle solving, WinBack bears some obvious comparisons to Metal Gear. Another similarity is in the limited faculties of the enemy troops. If you have cover, just jump up (through use of the crouch button), blast your opponent, and duck again. Most times, enemies will wait for the next engagement without pursuing. As a result, most combat in WinBack begins to resemble a deadly game of peek-a-boo. This also makes it important to plan your attacks strategically to ensure good cover. The Automatic Sighting System makes aiming a breeze, allowing you time to ponder the game's numerous puzzles.

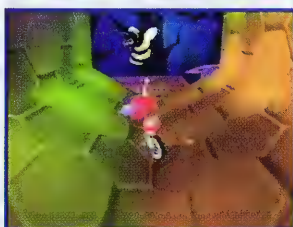
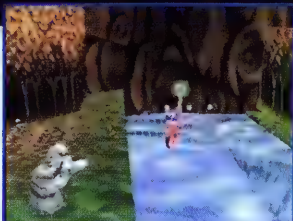


Nintendo 64 Preview

- **Size:** 96 Megabit
- **Style:** 1-Player Action/Platform
- **Special Features:** Multiple Vehicles; Tractor Beam; Realistic Physics; Power-Ups; Puzzles; Minigames
- **Created by:** Sucker Punch for Ubi Soft
- **Available:** November for Nintendo 64

85% Complete

**And Now My Sprocket,
We Dance!**



This Sprocket isn't a pretentious German in a black turtleneck. In fact, this Sprocket couldn't even touch his monkey if he wanted to, due to his lack of arms. No avant-garde poet, the title character of Sprocket is a cuddly little unicycle on a mission to save the intergalactic amusement park Whoopie World from Jo Jo the Raccoon, a disgruntled mascot.

Published by Ubi Soft, home to such idiosyncratic platformers as Tonic Trouble and Rayman, Sprocket offers a unique approach to the 3D platform genre. For one thing, the game's realistic physics engine means that objects move and fall with uncanny accuracy. It also makes stopping on a dime virtually impossible, so the control might take a little getting used to for platform fans accustomed to changing directions at light-speed. Sprocket is equipped with a tractor beam that he can use to pick up, move, and throw objects. He can also latch onto beams for a little Tarzan-style swinging action. Several vehicles, ranging from a go-kart to a robotic porpoise, appear when Sprocket tires of one-wheel action. Throw in a few minigames and some challenging puzzle-solving, and Sprocket begins to look like a game that could make even the most nihilistic Kraut smile.



PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** 108 Characters; New Oversized Creature Characters; Tactical Mass Combat System; 3 Battle Modes (Party, One-On-One, & War); Compatible With Save Data From Suikoden
- **Replay Value:** Moderately Low
- **Created by:** Konami
- **Available:** Now for PlayStation

Bottom Line: **9**



Invitation to War

The majority of PlayStation role-playing games cling to similar plots where the main character is either struggling with inner demons or suffering from an identity crisis. In Suikoden II, you won't find your character walking around towns mumbling things like, "I think my name is Cloud," or "Oh look! My hand is glowing and I really don't know why." As with the first Suikoden, the main character (whom you name) is but a small pawn in a gigantic battle. Granted, you do learn a sufficient amount about your in-game persona, and of course, he'll undergo some serious hardships, but the overall goal of the game is to overthrow tyranny and protect the land. You're just along for the ride.

To combat the evil forces, you'll be asked to scour the world and recruit allies. Even though you don't have to find them all, there are 108 different characters in total. Some of these draftees would like nothing more than to become your ally. However, some of the more valuable characters ask that you perform specific feats or trek on a side quest before they will join your ranks. To accommodate the arrival of new confederates, your castle will continue to grow throughout the course of the game. Every once in a while, a new room will appear or a new wing will be tacked on. At the end of the game, and if you've found all 108 characters, your castle will be so big that it appears to reach to the heavens.

Suikoden II's gameplay hasn't changed too terribly much. To its benefit, the graphics have been improved, the loading slashed in half, and the overall speed of gameplay increased. Once again, combat takes place within three different turn-based scenarios (Party, One-On-One, and War). Both the One-On-One and War modes have been partially redesigned to include more dynamic play, but the Party combat received minimal changes. Certain characters are now large in size and take up two party slots, and while the graphics remain grainy, the spell attacks look more vibrant.

The original Suikoden made Game Informer's Top 25 PlayStation Games list, and the sequel will more than likely join it as another great RPG experience.

ANDY THE GAME HOMBRE

Concept	9.5
Graphics	8.75
Sound	8.75
Playability	9
Entertainment	9

9

OVERALL

"Stupendous! Not only has the animation been much improved, the story is light years ahead of the first installment. And the game...ohh the game. It's unlike any other RPG because so many characters join your party during your quest. Every time you turn around, there is a new member in your party - and, of course, you just have to see what each new recruit can do. Then there are the superb cutscenes, as well as the party and single battles - they rock. Fans of the first game are already chomping at the bit for this one, but even if you missed the first, you should definitely check out the second. **You'll laugh, you'll cry, you'll play this game for weeks.** And then you'll play the first one just so you can use the data in Suikoden II when you play it again."

JAY THE GONZO GAMER

Concept	7.75
Graphics	8.25
Sound	8.5
Playability	9.5
Entertainment	9.25

8.75

OVERALL

"Of the improvements that have been made to Suikoden II, I'm most impressed with the item management. Now that might seem a strange thing to mention in a review, but when you consider that it's about the only major change from the first, what else do I have to talk about? There are still 108 characters to find, all of whom still send you rushing back home so you can see what their job is. Combat still has players using runes for magic and trying to discover new ways to unite characters. Heck, Konami even reused a lot of the characters and monsters from the first game. **Suikoden definitely goes down as one of my favorite console RPGs,** and it breaks my heart to not be able to give Suikoden II a higher score. Don't get me wrong, it's a great game that any RPG player will like, but I'm disappointed that it's just more of the same."

REINER THE RAGING GAMER

Concept	9
Graphics	8.25
Sound	9
Playability	9
Entertainment	9.25

9

OVERALL

"Suikoden II is more or less a carbon copy of the original. Really, why mess with a good thing? All throughout this quest you'll encounter the most minimal of changes as you strive to recruit all 108 characters into your army. Believe me, stumbling upon new allies is quite exhilarating. As in the last game, all of the characters reside within your ever-expanding castle walls. **With more variety and humor, the overall quest is considerably more entertaining than the previous offering.** The three different combat scenarios are the same as you remember, but the microscopic wars now incorporate a better look and a tad more strategy. From a graphical standpoint, Suikoden II is improved, but some of the zoom shots are still rather hideous. It's not Final Fantasy, but it still rocks!"



Protect your castle at all costs!!



His speeches are so inspiring.



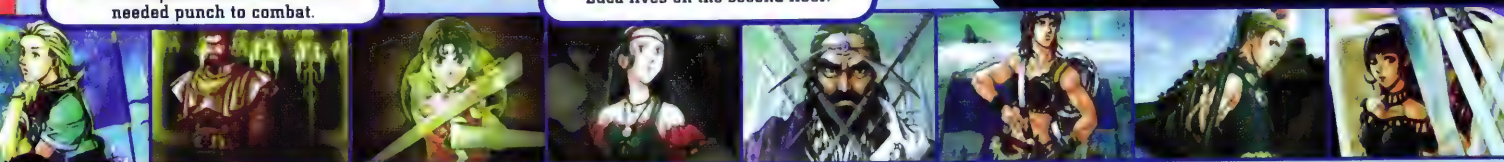
Check out the improved one-on-one battles.



The new spell effects add a much needed punch to combat.



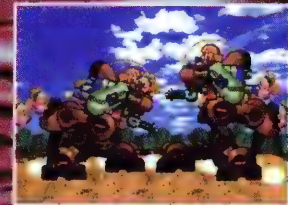
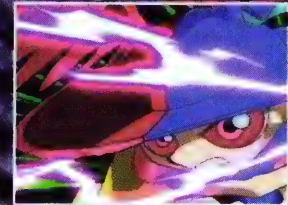
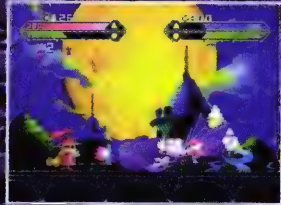
Luca lives on the second floor.



Between a Sinister World of Shadow
And a Dangerous Dimension of Fantasy
Lies a Twisted Battle for Reality



SILHOUETTE MIRAGE



Twitch Games
Nothing Else™



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PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Strategy (2-Player Fighting)
- **Special Features:** Over 400 Different Monsters; New Polygonal Environments & Training Exercises; Works With Original Monster Rancher Saves; Use Any CD To Create New Monsters
- **Replay Value:** High
- **Created by:** Tecmo
- **Available:** Now for PlayStation

Bottom Line: **8.5**



The Ultimate Virtual Pet Simulation

As a sequel to one of the most widely overlooked PlayStation titles on the market, *Monster Rancher 2* shows true signs of growth, and once again delivers a unique gaming experience that sets the standard for all virtual pets to follow. With Pokémania sweeping the nation, and the new *Monster Rancher* cartoon airing on BKN Kids Network, there's a chance that *Monster Rancher 2* may actually become a mainstream title rather than a sleeper hit.

For a game that could have been an update, Tecmo went back to the drawing board and redesigned this product. One of the big complaints with the original was the overabundance of loading. Every little action, like heading to the shop or placing a monster in a training exercise, was bogged down with obnoxious loading delays. In *Monster Rancher 2*, this problem has been not only addressed, but eliminated. To accomplish this feat, Tecmo was forced to trash most of the 2D artwork and replace it with streaming polygons. The traditionalists out there may not like it, but the 3D aspect actually works quite well. You really can't whine about the increased speed, and the incorporation of new camera angles certainly doesn't hurt the play either.

Considering its strange demands of additional games and CDs, it seemed likely that Tecmo would change the way that players receive new monsters. But alas, this is not the case. To get the rare beasts, you'll still need to track down specific music CDs and games. Tecmo has also made save game files from the first game compatible, and a handful of monsters can also be bought at the shop. Many of the creatures that battled in the first game are back and, of course, are joined by a slew of new species.

Other than developing a parental link to your monster, which you come to love like a child, the sole purpose of this game is to train your critter to become the ultimate fighter. The life span of these beloved monsters is once again short, lasting roughly four to five years. In this time, you'll need to power-up your monster's attributes through several different training exercises. Since all of the training was 2D in the original, it has been overhauled with a 3D appearance that is lightning quick and loaded to the hilt with different animation sequences, one for success, failure, cheating, truancy, and greatness. Another way to power-up your beast is to send it on expeditions. As expected, these missions are quite different than those in the first game and are now constructed as hilarious real-time movies. The only part of this sequel that has not been reworked or partially tweaked is the combat. Sure, there are new moves and attacks, but the fighting dynamics are unchanged.

In many ways, *Monster Rancher 2* is a different game, but the addiction it inspires is just the same.



A powerful new monster is born!

JAY THE GONZO GAMER

Concept	8.5
Graphics	8.25
Sound	7.5
Playability	8.75
Entertainment	8.5
8.25	
OVERALL	

"Forget the hundreds of monsters. Forget the thousands of animations. Forget the fact that you'll be rummaging through every CD in your collection looking for good DNA codes. All that matters is the one good monster that you bring close to your heart. As you raise the little beast to be a champion, you'll quickly learn its combat nuances, constantly trying to strike a balance between damage, guts, and attack percentage. As it grows, you'll already be formulating 100 more ways to rear an "S" class monster. Then one day, your champion will begin to lose the stride in its step, and you'll know it's time to say good-bye, freeze it, or combine it. **Forget Pokémon and the stadium they'll be fighting in some time in the future; this is the game that will keep you awake even when you aren't playing it.** Flawless? No. Addicting? Oh yes."

PAUL THE GAME PROFESSOR

Concept	8
Graphics	8
Sound	7
Playability	9
Entertainment	9.25
8.25	
OVERALL	

"People always ask when Pokémon will be on PlayStation. Well, *Monster Rancher* is about the closest thing. In fact, it's pretty similar to the upcoming Pokémon Stadium. I had a blast with last year's *Monster Rancher* and this version is almost identical. There are some graphical updates and the monsters now drill in full polygons. Of course there is a new selection of monsters, but that's about it. I am a little disappointed that there isn't much new with the playcontrol. However, just like the first game, after a few battles you are hooked. Even though there are only a few updates, **I find this game extremely addictive.** *Monster Rancher* freaks will dig this new version."

REINER THE RAGING GAMER

Concept	9.25
Graphics	8.5
Sound	8.25
Playability	9
Entertainment	9.5
9	
OVERALL	

"Just hook it up to my veins! If this game were any more addictive I'd check into rehab. Take my warning, just experimenting with *Monster Rancher 2* can ruin your life and make you a monster junkie. **I became so obsessed with this game that I would sneak out of my house late at night, drive to work, and play it until dawn.** I did whatever I could to get a quick fix. I had the same problem with the first game, and while this sequel is more or less the same bag, the new look, absence of loading, and abundance of new monsters make it all the better and all the more irresistible. If you find Pokémon intriguing, then by all means, pick this game up and let it rock your world."



Train your monster to become the world's greatest combatant.



In addition to training and breeding, you can also collect over 400 monster cards.



To accumulate the most experience, monsters must embark on dangerous missions.



Never trust stone monkey.



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** All-New 3D Engine; 19 Tracks; 11 Riders (Plus More Hidden); Horizontal/Vertical Grapples; Hop Button; Stunt Mode: Dual Shock & Analog Compatible
- **Replay Value:** Moderately High
- **Created by:** Pacific Coast Power & Light Co. for 989 Studios
- **Available:** Now for PlayStation

Bottom Line:

7



Jet Moto 3

The Jet Set

"Jet Moto has always been one of my favorite racers on PlayStation, and the third edition doesn't disappoint. At first I was a little concerned that the game would be easy when it allowed you to save after every race, but I soon learned that this little option would come in quite handy. Jet Moto 3 has outrageous tracks. I thought the courses were hard in JM2 – uh-uh, no way. **Jet 3 serves up some of the most difficult and frustrating tracks you'll ever see.** And on top of that, 989 added stunt courses that I could play well into the wee hours of the morning. While Jet Moto 3 may be a little hard for some, most (myself included) will find that its difficult tracks, extreme action, stunt modes, and two-player action cure the racing game doldrums."

ANDY
THE GAME HOMBRE

Concept

8

Graphics

8.5

Sound

7.25

Playability

8

Entertainment

8.25

8

OVERALL

"Three is definitely not the magic number for 989. Just like Twisted Metal, the third version of Jet Moto doesn't live up to the standards set by its predecessors. The graphics' engine is extremely choppy and is muddled by an abysmal framerate. The gameplay is somewhat affected by the poor graphics and doesn't feel nearly as solid as Moto 2. To the game's credit, many of the track designs are fantastic, clearly more insane than the other two games put together. However, the first two tracks in Season mode are wretched, and I cringe when I have to race through them again to get to the cool stuff. There are far better racing games to sink your teeth into, and **Jet Moto fans would be better off sticking with a past version.** Stay far away from Jet Moto 3."

PAUL
THE GAME PROFESSOR

Concept

7

Graphics

6

Sound

7

Playability

8.25

Entertainment

4

6.5

OVERALL

"Jet Moto's development reins have been passed from SingleTrac to 989 Studios. I fell in love with SingleTrac's work, and could hardly wait to see what 989 had in store for the continuation of the series. Well, my anticipation quickly changed to dissatisfaction. I have to say, **Jet Moto 3 is a big letdown.** I don't mind the new material 989 tacked on, but creating a decent engine should have been the first priority. Playing Jet Moto 3 is an extremely frustrating experience. It's a tough title to begin with, but the inconsistent framerate only adds additional choppiness and more agony to the insanely fast play. The texture quality is terrible as well. Hats off to the level designer and to whoever redesigned the bikes, but unfortunately, the praises end there."

REINER
THE RAGING GAMER

Concept

6

Graphics

6.25

Sound

7.5

Playability

6

Entertainment

6.5

6.5

OVERALL

The Jet Moto series is a PlayStation staple. Since its first appearance back in 1996, Jet Moto has sold millions and millions of copies, and it doesn't look to be stopping anytime soon, with the third installment ready to launch for Jet Moto-hungry gamers everywhere.

Sporting a new 3D engine, Jet Moto 3 has more graphic firepower than any of its predecessors. But Twisted Metal 3 confirmed that improved graphics aren't the only thing gamers are looking for – they want a bigger, badder, more intense experience. If intense action is what you want, Jet Moto 3 has got it in spades.

Loaded with fourteen courses and five stunt areas to master, Jet Moto 3 has a lot to offer. In the one-player Season mode, the Novice and Semi-Pro series are fairly easy. But once you get to the Professional level, your skills will be pushed to the limit and beyond with some of the most difficult tracks you've ever experienced. From the death-defying curves of Skypark to the obstacle-ridden paths of Sequoia Forest to the endless chasms of the Catacombs, there are plenty of challenging tracks.

And when you need to take a break from Jet Moto 3's harrowing tracks, the stunt courses are a great way to get jiggy with huge ramps and halfpipes that will capture hours of your playtime.

The play of Jet Moto 3 is basically the same as the previous versions, with the exception of the newly added hop button and analog support, so fans of the original will find much to like in this new edition. If you haven't played Jet Moto before, you should. If you are ready to take on the next level of hover-bike racing, nothing tops Jet Moto 3.



PlayStation Review

- **Size:** 3 CD-ROMs (2 Game; 1 Music Disc)
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Includes Both Final Fantasy V & Final Fantasy VI; Collector's Audio Disc; New FMV Sequences; Class Changes (FFV); Espers (FFVI); Rad Mode 7 Effects; Monster Summoning
- **Replay Value:** Moderate
- **Created by:** Square Soft
- **Available:** October 12 for PlayStation

Bottom Line: 8.75

FINAL FANTASY ANTHOLOGY™

Journey Through the Past

A long time ago, in a galaxy far far away, a galactic development crew known across the constellations as "the Square Soft" neglected to serve its people and abandoned its promise to bring this nation the goods it needed to survive. The faithful people of this prosperous nation sat and waited, praying that its protector (and God) would hold true to its word. For years, the people would look to the stars for any sign of

the Square Soft, hoping against hope to catch a glimpse; but alas, it was nowhere to be seen. The Square Soft had abandoned its people, and the society's foundation began to crumble. But before chaos could completely seize the land, the Square Soft mothership made its long awaited return, bringing forth the goods it had promised to deliver years before. Now, the people have become whole again, and the streets are once again safe...because everyone is at home, glued to their television sets, breathing in Square's missing chapter, Final Fantasy V.

Role-players who've sentenced themselves to a life of misery in their parents' basements can come out of hiding and walk amongst the surface dwellers once again. Go ahead, toss aside those 20-sided dice and hang your cape in the closet. You no longer need to pretend that you are the hero of a Final Fantasy game, because Square Soft has released three different Final Fantasy adventures within the last two months. Gumph!!! That's right. After you put Final Fantasy VIII through its paces, we recommend that you pick up Final Fantasy Anthology. This three disc set features both Final Fantasy V and Final Fantasy VI, plus a collectible music CD featuring all the rockin' tunes from both games.

Many of you have already played Final Fantasy VI, but under a different guise. Square Soft originally released this game on the Super Nintendo as Final Fantasy III. On the other hand, you've never had the opportunity to digest Final Fantasy V. It's really a shame that Square Soft decided not to port this game to the Super Nintendo. Its story is tremendous, and the

combat...holy sweet motha of mercy!!!! It rocks hard!!!! The Job/Class system from Final Fantasy Tactics debuted in Final Fantasy V and, for this reason, the play in this game can become quite complicated. Sure, the graphics are old school, but it doesn't matter. The play is too good to miss. As for Final Fantasy VI? Espers rule!!! 'Nuff said.

Square Soft has also added a little zest to both these games by incorporating newly created FMV cutscenes to the mix, and just like those in Final Fantasy VII and VIII, these little movies showcase incredible detail and amazing animation. But really, these scenes weren't necessary. Both these games are truly remarkable as is. Sell your miniatures. Place your EverQuest account on eBay. Mow your neighbor's lawn. Do what you must to get these games! Or forever live your life incomplete!

Final Fantasy V



FFV is an old game, but some of its cutscenes will still take your breath away.



Galuf: Whatta bunche crap! You know it's just 'cause you got the hots for her!

No man, you got it all wrong! I really don't like her! I love Chocobo!!!



Wingropter Bartz 55
Reina 54
Galuf 34

Like FF Tactics, characters can change classes in FFV.

Final Fantasy VI



Let's roll out!



H Req. Tek SAEIN 162
SHADON 225
CYAN 319

Technology is cool.

ANDY

THE GAME HOMBRE

Concept
9.5

Graphics
7

Sound
8

Playability
9.5

Entertainment
10

8.75

OVERALL

"I've been waiting a long time for a chance to play Final Fantasy V in English, and now, after all these years of anguish, my dreams have come true. Just as I expected, Final Fantasy V delivers. While it is a typical RPG in the adventure sense, its battle system is actually very closely related to Final Fantasy Tactics, as the characters get to take on different jobs to learn abilities that they can use in battle. The story, as you would suspect, is also fantastic and had me glued to my TV. And just to think, this set also includes FFVI, perhaps the greatest Final Fantasy adventure ever made. Plus, both come with new CG movies that will blow your socks off. **Anthology is a Final Fantasy fan's dream come true** and shouldn't be missed."

JAY

THE GONZO GAMER

Concept
9.5

Graphics
7

Sound
8

Playability
8.75

Entertainment
9.5

8.5

OVERALL

"If you're looking at the pictures of Anthology on this page and asking yourself something along the lines of, "Why would I want to spend money on something that looks so archaic?" Let me assure you, that in this case, what you see is most certainly not what you get. **Years after their prime, Final Fantasy V & VI are still levels above many current RPGs.** I'm especially fond of FFV and its Job system, where you can customize your characters in any way you like by having them switch between careers. I'm juggling you, Square Soft, forget all this Junction hoopla and bring back Jobs for FFX. Final Fantasy junkies will obviously love Anthology (even though Square inexplicably hosed us out of FFV), but even the casual FF fan or RPG player will get a kick out of it."

REINER

THE RAGING GAMER

Concept
9

Graphics
8

Sound
8.25

Playability
9.5

Entertainment
9.75

9

OVERALL

"As a pathetic lifeform with little to look forward to other than video games, I view the release of this collection as marking the greatest day of my life. Seriously, I have never experienced an RPG onslaught like this; and believe me, playing Final Fantasy V for the first time is an amazing experience that no role-playing fanatic should ever miss. Of course, it's always a pleasure to mingle with Espers in Final Fantasy VI. This collection may look completely old school, but believe me, the gameplay in these games is as complicated as it can get, and the stories (especially VI's) will forever be remembered as some of Square's best work. The length of these games is also rather impressive. Life is good - real good."



PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** 3 Game Modes (Quest, Maze, & Classic); 6 Gigantic Worlds; Sophisticated Platforming Techniques; Bonus Rounds & Bosses; FMV Intro; Dual Shock & Analog Compatible
- **Replay Value:** Moderately High
- **Created by:** Namco
- **Available:** October for PlayStation

Bottom Line: **8**



20 YEARS IN THE MAKING

"Zero. That is the amount of interest I had in Pac-Man World before I played it. But you know, the world is full of wonderful little surprises, and this game just happens to be one of them. Sure the camera is only adequate at times. And yes, sometimes moving that little Pac-Man bugger around in 3D space is a little glitchy. But who cares? Pac-Man World delivers hair-raising platforming that can't be beat. From the opening sequence to the ending credits, this game is fantastically produced with great music, zany sound effects, smooth animation, and gorgeous CG. But perhaps the thing that impressed me most is that the characters actually make you give a hoot. Whenever I finished a level and didn't save my friend, I felt absolutely horrible and had to go back and do it again. Great platformer."

ANDY
THE GAME HOMBRE

Concept

8

Graphics

8.5

Sound

9

Playability

8.75

Entertainment

9

8.5

OVERALL

"This is definitely a game that many will underestimate. After all, expectations don't exactly run high for a twenty year reprisal of Pac-Man. I have to give Namco credit; Pac-Man World had me hooked. The designers found a good way to combine all the traditional Pac-Man elements into a new and fun game. The challenge level isn't what you'd call excruciating, but finding all of the letters for the bonus stages will send you back to replay at least a few levels. Plus, this game is as cute as all get out. The opening movie with the ghosts hanging out in a disco club had me crying with laughter. I'm not saying that it's God's gift to platform games, but Pac-Man World certainly isn't the piece of trash I anticipated, and is definitely worth a look from all the platformer and Pac-Maniacs out there."

JAY
THE GONZO GAMER

Concept

8

Graphics

7.5

Sound

7

Playability

7

Entertainment

8

7.5

OVERALL

"I'm really surprised that this game doesn't suck. I've kept a close eye on this Pac-reincarnation and, as it underwent cosmetic surgery and countless name changes, I thought for sure that Namco's efforts were all hopeless. Yet here it is living large on the PlayStation as a finely polished platformer that embodies the essence of the classic game while breaking new ground in the action/platform genre. Nostalgia comes in the form of new 3D mazes, familiar sound effects, and the original 1980 arcade game. The majority of its platforming techniques are borrowed from today's biggest titles, and the overall challenge is surprisingly difficult, dishing out tricky jumps just like the first Crash Bandicoot adventure. For a character that originated as a yellow blip, Pac-Man has sure evolved into a fine platforming star."

REINER
THE RAGING GAMER

Concept

7.5

Graphics

8

Sound

8.5

Playability

8.25

Entertainment

7.75

8

OVERALL

To celebrate the 20th anniversary of one of America's oldest video game icons, Namco has assembled a new adventure that thrives on nostalgic pellet-munching as it reunites Pac-Man with long time ghost rivals Pinky, Inky, Blinky, and Clyde. This monumental event has actually been in development for several years, and during this time, it has worn many guises. Originally titled Pac-Man 3D, this game then disappeared for several months before resurfacing with the tag Pac-Man Ghost Zone. Before long, it sank back into the shadows and didn't step back into the light until this year's E3, where it had the title, Pac-Man World.

In every shape and form, Pac-Man World is a throw back to yesteryear; and in fact, it even comes equipped with the original 1980 arcade game. For a character that started out as a one-dimensional sphere, Pac-Man has transformed greatly through the years, and now he delivers a performance that is as likable and wacky as any of Nintendo's crop of platform stars. To accompany its mascot's development, Pac-Man's game had to change as well. After countless mediocre 16-bit attempts, Namco has finally hit the nail on the head, creating a workable formula that ties together Pac-Man's classic play with high-end platforming techniques.

While the game is capable of free-roaming play, Namco opted to keep it strictly side-scrolling, where tricky leaps outweigh exploration. As with every high-end platformer, this one comes equipped with a gripping saga that pits the bothersome multi-colored ghosts is a mechanical monstrosity by the name of Toc-Man. This sinister being has kidnapped Ms. Pac-Man and a slew of other Pac-Man characters. Of course, Pac-Man's goal is to save them all. To accomplish this feat, he is equipped with an armada of moves. When he eats pellets, he acquires the ability to toss energy at nearby enemies. Pac-Man has also learned how to jump, hang on ledges, swim, run, and bounce off his butt. As if this wasn't enough, he can pick up a silver power pellet that turns his yellow hide into steel.

Most of the levels are puzzle intensive, forcing the player to think before performing just about any action. If you are good enough, you'll find hidden letters on each stage that spell out "Pac-Man." Collect these, and you'll warp to a bonus sector full of goodies. In each stage, a maze game also awaits. As in the classic game, the goal of the mazes is to collect pellets while dodging ghosts. Now, extra perils like falling rocks, lasers, and lava balls have been added to make the Pac way of life a little more hectic.

Fans of the never-ending Pac-Man saga and action/platform experts shouldn't miss this 20th year celebration. The gameplay is surprisingly difficult, the outlandish graphics are phenomenal, and the benefits reaped are nearly limitless.



Frustrating jumps abound!



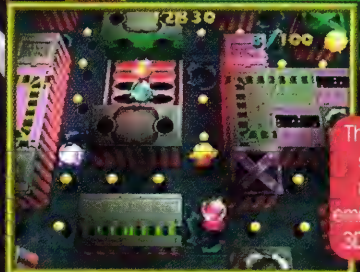
Joining the evil ghosts are a slew of new bosses.



Scurry like a bandicoot through ancient temples.



He's so happy!



The heart and soul of the classics is embodied in this 3D platformer.



PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 8-Player Sports
- **Special Features:** Create Player & Customize Roster; Play Editor With Team-Specific Playbooks; 8-Player Franchise Mode With Career Stats; New Passing Mode; Custom Season; Dual Shock & Analog Compatible
- **Replay Value:** Moderately High
- **Created by:** Tiburon for EA Sports
- **Available:** Now for PlayStation

Bottom Line: 8.75



Celebrating the tenth anniversary of the dawn of the Madden video game era, EA Sports is here with Madden 2000. Enjoying the fruits of being the most popular sports title on the PlayStation, EA Sports might be expected to be happy with the status quo. Truth is, EA pretty much is. There haven't been drastic changes in the game since it came to the PlayStation in 1997. Sure, there was the obligatory move to polygons and some little tweaks to playcontrol, both of which were likely fueled by additions to Madden's main competitor, GameDay.

In the last couple of years, Madden's features have expanded off the field with the refinement of the Season mode and the addition of the extremely popular Franchise mode. These two features, in themselves, are ahead of the competition and are some of the reasons that this game is on top. A new feature that is sure to please some Madden fanatics is called the Madden Challenge. This mode works in conjunction with the user record, keeping track of personal records and awarding points after milestones are met. One task may require playing a complete game with six minute quarters. Another may ask a player to score 21 points in a quarter. No problem with the Vikes. Completed tasks will be rewarded with secret codes for extra teams and stadiums (among other things).

Graphically, Madden doesn't have the polished and buffed player models of GameDay, but the addition of the lineman gut and other proportional attributes are welcome. Equally welcome are some small animations, such as place-kickers readying for a PAT or the QBs throwing off balance.

Madden 2000 does offer a few new controls on the field. Ball carriers can now juke to both the right and the left. There is also a new Passing mode which lets the user audible routes at the line of scrimmage. Leading the receiver before he cuts is also new to the 2000 version of Madden.

Like its counterpart from 989 Sports, Madden 2000 isn't filled with huge changes from last year. However, the game does give fans just enough to warrant a new look. Is Madden on top again this year?

King of the Football Hill

ANDY

THE GAME HOMBRE

Concept
8.75

Graphics
8.5

Sound
7.75

Playability
9

Entertainment
8.5

8.5

OVERALL

"Even though Madden's gameplay is still the same old hat, it's hard not to give this the nod as the best football game for PlayStation. Madden 2000 is just so balanced. Certainly the computer AI has a fair amount of faults, and the play-control and graphics play second fiddle to GameDay's; but the bottom line is, this game feels like football. Plus the frontend on this monster offers some nice innovations like the Franchise mode and Madden Challenge. I like GameDay a lot, but it is missing some of the nuances that Madden seems to bring to the table every year - like computer players committing penalties or the ball randomly getting blocked at the line of scrimmage - and until 989 gets it right, I have to go with Madden. So should you."

PAUL

THE GAME PROFESSOR

Concept
9.25

Graphics
8.5

Sound
8.5

Playability
9

Entertainment
9

8.75

OVERALL

"Initially, Madden 2000 really didn't seem at all different from last year's game. The playbooks and control are virtually identical. After a few games, however, the changes begin to show. The running game has been modified with the improved juke, and it is now easier to hit the holes and turn the corner. I also noticed some new animations and on-field audio that make the experience more realistic. Some of the tackles are just brutal. New passing route audibles are a welcome addition, but Madden still has a way to go to beat GameDay in that department. I think the best new feature is the Madden Challenge. The list of tasks are extensive and I spent a lot of time just trying to complete them all. Like last year, Madden is my pick for PlayStation football."

REINER

THE RAGING GAMER

Concept
8.75

Graphics
8.75

Sound
8.5

Playability
8.75

Entertainment
9.25

8.75

OVERALL

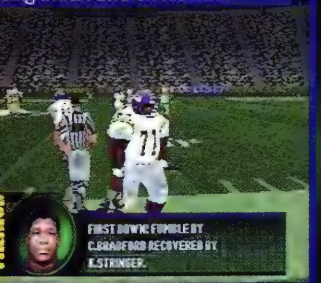
"For the second consecutive year I'm crowning Madden as the best PlayStation football game. As it ages, this series continues to grow. Madden 2000 delivers the same classic play we all know so well, but it's now smoother than ever before. The running game has been tweaked for the better, and passing is now much more realistic. As if it needed to get any larger, Madden's extensive frontend has been weighted down with several awesome new features. Up to eight players can track career stats in the Franchise mode, and to unlock codes, you'll need to accumulate Challenge Points by performing specific feats during gameplay. The graphics are improved, showing different player sizes and a slew of TV-style presentations. For both gameplay and fantasy options, Madden is the ultimate football experience on PlayStation."



Triple coverage? Looks like a sure INT.



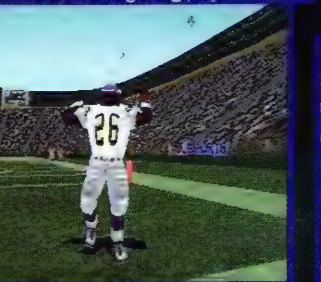
There's nothing better than seeing Brett Favre on his butt.



VIKINGS

FIRST DOWN FUMBLE BY G. BOADFOOD RECOVERED BY K. STRIMPER.

Players will trash talk after making a big play.



Robert Smith raises the roof after scoring a touchdown.



NFL GAMEDAY 2000

PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 to 8-Player Sports
- **Special Features:** GM Mode; Intro by NFL Films; Play Editor; 4 Difficulties With Custom Settings; Commentary by Dick Enberg & Phil Simms; Dual Shock & Analog Compatible
- **Replay Value:** Moderately High
- **Created by:** Red Zone for 989 Sports
- **Available:** Now for PlayStation

Bottom Line: 8.25

Out With the Old, in With the New

"The play concepts and graphics behind GameDay are hard to beat. I especially like the way the players move and interact onscreen; **tackling and running here is far superior than with Madden's hulking players.** While GameDay is still a little behind Madden as far as the frontend is concerned, it is much improved. But for all the great play elements that GameDay has to offer, it still doesn't have the balance down right. The computer abuses you in the flats, almost to the point of absurdity. I'm also disappointed with the menu system - I shouldn't have to spend 30 seconds trying to find the Field Goal play after I score a touchdown. GameDay is a great game this year, but it still needs more polish if it wants to take down Madden."

ANDY THE GAME HOMBRE
Concept 8.75
Graphics 9
Sound 7.75
Playability 8.5
Entertainment 8.5
8.5 OVERALL

"With some dirty plays and some pass-catching tricks, last year's version was extremely easy to conquer. I was pretty surprised (and plenty frustrated) when I was having trouble just whoopin' butt with the Vikings in the latest installment. In the higher difficulties, the computer is incredibly tough - almost too tough. Purple Power still reigns in the rookie setting at least. GameDay has finally added more to its Season mode with the nicely produced GM mode, but **this game still lacks the depth of extras that Madden has.** They're still playing catch-up here. However, the new sounds and extra TV-style presentation is ingenious, as are the player controlled celebrations. There have been some vast improvements to GameDay 2000; plus the look and control are excellent."

PAUL THE GAME PROFESSOR
Concept 8
Graphics 8.75
Sound 8
Playability 9
Entertainment 8.5
8.5 OVERALL

"In an attempt to rebuild the GameDay legacy, 989 Sports had just under a year to fix the plethora of problems that plagued last year's installment. I really had my doubts, but 989 beat the clock and GameDay 2000 turned out to be an exceptional football title. The complaints I had with last year's game have been erased. Money plays no longer exist, the computer intelligence has been bumped up, and the incorporation of the GM mode delivers more than enough fantasy options. I also like the additional TV-style presentations and character celebrations. Still, in the time it took to repair GameDay, EA has improved the Madden experience. **In every conceivable way, GameDay lacks the polish of Madden.** Overall, GameDay is a decent pigskin title, but Madden is still king."

REINER THE RAGING GAMER
Concept 7.75
Graphics 8.25
Sound 8.25
Playability 8
Entertainment 8
8 OVERALL



Since the early days of the PlayStation, GameDay has provided football games with cutting-edge graphics and playcontrol. It was the first to go polygon, and it was first to offer the trademark Total Control. But even with all these firsts, GameDay has commonly been second when it comes to sales.

This year's version of 989's football franchise, NFL GameDay 2000, borrows a little from its EA Sports nemesis with the inclusion of the GM mode. This mode puts you in the NFL front office where you'll have to deal with retirements, contract negotiations, and free agent signings - all while staying under the salary cap. Like Madden with NCAA, GameDay allows users to import players from the new version of GameBreaker. GameDay also comes up to snuff with extra features that include a Play Editor and Practice mode.

An annoying and repetitive announcing crew is something every football game gets right. Summerall and that other guy are just as ridiculous as Dick Enberg and Boomer Esiason. GameDay's Season mode is solid, but still doesn't allow you to play more than one team. Penalties? The only call the refs know is pass interference on the defense. When it comes to playcontrol and computer AI, GameDay has returned to its roots. The computer will punish you with pass defense. Throwing the ball into double coverage or up-for-grabs will almost certainly result in an interception. This is by no means a bad thing, but it's ironic considering a common gripe with the original GameDay was that there were too many interceptions. Indeed, the top two difficulties are grueling and, just like that Green Bay quarterback did last season, you can easily throw multiple INTs in a game. That doesn't mean it's a cakewalk for the Vikings either. We can still turn the difficulty setting to Veteran and then mop the floor with the NFL, but the entertainment lies in a challenging battle.

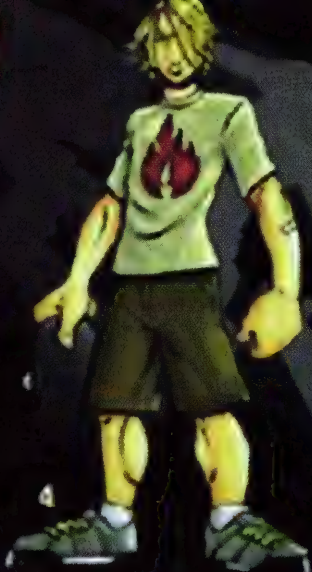
It is a given that GameDay's graphics far outshine the offering from EA, but everything else is flavored to taste. Madden loyalists can likely stick with their entree and not feel hungry, while gamers who have enjoyed GameDay over the years will be pleased with the new (and old) flavor of this square meal deal.



PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action/Sports
- **Special Features:** 12 Cities (With Multiple Locales); 12 Skaters With Unique Skills; Endorsements With Skateboard & Clothing Companies; Modify Trick Combos With Shoulder Buttons; Funky Fresh Soundtrack; Dual Shock & Analog Compatible
- **Created by:** Z-Axis for Rockstar Games
- **Available:** November 15 for PlayStation

50% Complete



THRASHER

SKATE AND DESTROY

Skater, Thy Name Is Rad

Since its inception, Rockstar Games has cultivated an image as the hipster bad boy of the gaming industry. Its arty ad campaigns have made it a cult favorite here at the GI offices. Unfortunately, the Grand Theft Auto series notwithstanding, recent Rockstar titles like *Monster Truck Madness* have been about as hip and cutting edge as *Dukes of Hazzard* re-runs. With *Thrasher: Skate and Destroy*, Rockstar looks to address the underground youth culture that it relies on for such a large part of its image.

For *Skate and Destroy*, Rockstar tapped the brains of the *Thrasher Magazine* staff. *Thrasher*, the oldest and most-respected skateboarding magazine, helped the development team create the playmechanics of the game. The game places an emphasis on street, rather than competition, skating. The environments are very open, allowing riders to pick their own routes and plot a variety of different routines. There are 12 cities, including L.A., San Francisco, and New York, and over 17 different levels, often modeled on real-life environments. Some levels contain hidden areas that can be accessed by jumping over fences or other obstacles. Motion-capture for the game was handled by professional skaters Cairo Foster and Colt Cannon.

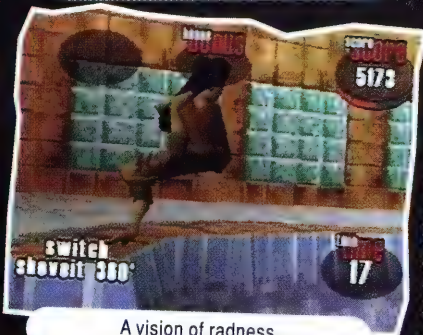
Each level begins with a free-skate session, followed by a scored "run" in which points are awarded. At the end of your run, 5-0 rolls up on the scene, trying to harsh your gig. Skate like the wind, fair skater! Button combinations are easily accessible by means of a pop-up moves list. Also, moves can be reversed or modified with the use of the shoulder buttons. Presto! - Ollie become nollie. As you advance in the game, you land more endorsements, which allows you to customize your skater, changing everything from your trucks and wheels to your clothing.

The soundtrack for *Skate and Destroy* ranks as one of the best of all-time. Skate-thrash icons like *Murphy's Law* and the *Cro-Mags* polific with hip-hop classics like "Award Tour" by A Tribe Called Quest and "White Lines" by Grandmaster Flash. Especially def is the inclusion of EPMD's late '80s speech-impediment funk classic "I'm Housin'." Rockstar also hooked up a slew of licensing deals with skate equipment and clothing companies like Santa Cruz, Anti-Hero, and Converse.

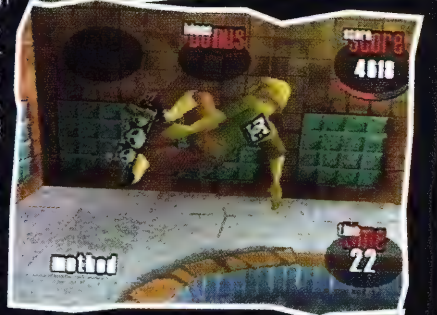
Thrasher: Skate and Destroy looks to attract the hardcore skating audience, not casual fans of hoverboarding games and extreme sports. The controls offer a lot of flexibility in creating your own routines, but can be a little tricky at times.



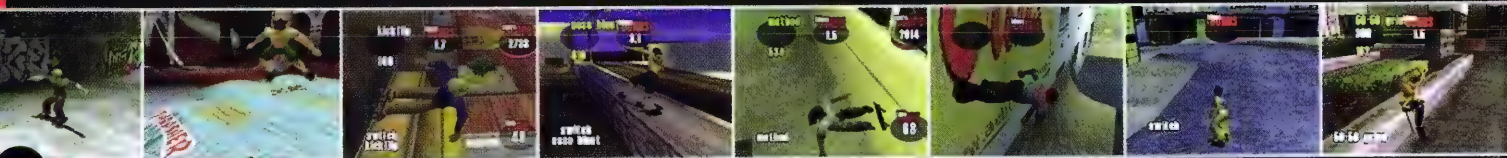
Skateboarding is too a crime.



A vision of radness.



"I think I bent my Wookiee."



PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** Improved Graphics; New Arcade-Styled Physics; Bigger & More Interactive Battlefields; Deathmatch-Only Arenas; Dual Shock & Analog Compatible
- **Created by:** 989 Studios
- **Available:** November for PlayStation

50% Complete

THE SWEET TOOTH TANGO

Among the legions of Twisted Metal fans that the series has garnered over the years, there are many who were disappointed with Twisted Metal 3. Some blamed the realistic physics model, others blamed...well, the realistic physics model. At any rate, your cries have been heard. Revamped and reworked to have a more arcade-style feel, Twisted Metal is back. This time Calypso has been ousted by Sweet Tooth to give the game a whole new flavor.

The storyline is still unknown to us, but we did manage to discover that Sweet Tooth has created a legion of midget (vertically challenged) clowns to help him carry out his diabolical plot. Speaking for us, when you say midget clowns, we get a little excited. But believe it or not, there's more. Since Sweet Tooth is the master of this installment, he has created all the battlefields to his liking. These will transport us to such faraway and only-dreamt-about places as Sweet Tooth's Bedroom and a junkyard of...well, we'd better not say.

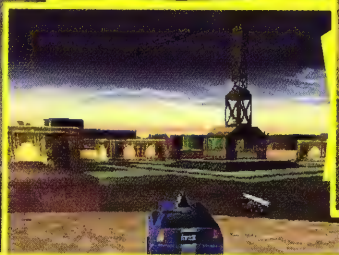
Even the cast of TM4 is said to be completely reworked with all new villains and futuristic versions of classic characters. And for hardcore fans, there are hidden characters from past games.

Finally, to keep the true-blues happy, 989 Studios has decided to keep things pretty simple for this installment. The name of the game is still auto-destruction, and TM4 promises to leave well enough alone. But of course, we need some innovation, so 989 Studios promises that TM4 will feature bigger and more interactive environments to bring the game back to its roots. Even the playcontrol will get a little upgrade as 989 has revealed that players will be able to race up a ramp, land a death-defying jump, and side-swipe other cars - all on two wheels.

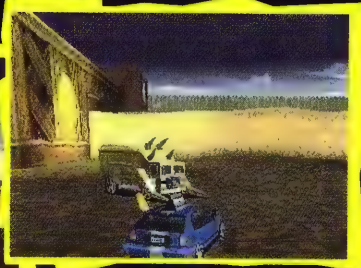
For now, staring at the pictures is the best way to pass the time until this monster hits the PlayStation in November. And if you take a real good look, you'll see that the environments are truly gorgeous. Just gorgeous enough to make us want to repaint the streets red.



Direct hit!



There's nothing quite like the smell of napalm in the morning.



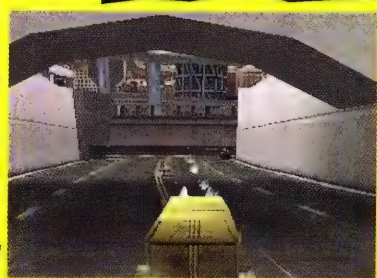
Drive as the pizza boy and deliver pain, not pepperonis.



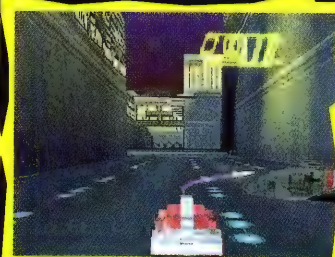
Futuristic hoverbike? Doesn't that belong in Jet Moto?



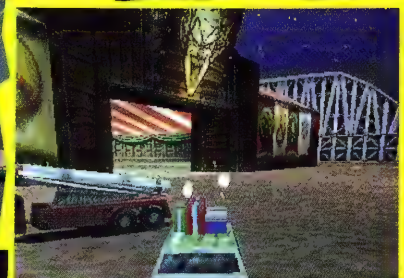
I came here to drive my tracks. Let me drive my tracks.



The environments in Twisted 4 are bigger than ever.



Lighting effects are now standard fare for Twisted Metal.



Is that an ICBM on your back or are you just happy to see me?



PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 to 2-Player Sports
- **Special Features:** 16 Professional Boarders; Real Gear & Snowboards From Today's Hottest Companies; 5 Mountains To Conquer; Create Player; 3 Trick Master Modes; Dual Shock & Analog Compatible
- **Created by:** Idol Minds for 989 Studios
- **Available:** November for PlayStation

65% Complete

Tweak Your Maker



Cool Boarders 4

Snow surfers from across the nation have been jonesin' for 989 Studios to show its next installment in the Cool Boarders series, aptly titled Cool Boarders 4 (probably to help those who suffer from short-term memory loss). And as before, CB4 (not to be confused with the Chris Rock film about Milli Vanilli rappers) is all about gettin' the freshies. And freshies it shall deliver – in spades.

Developed by Idol Minds, the same team responsible for CB3, CB4 uses the tried and true playstyle from CB3, but everything else has been completely reworked. On the outside, the most obvious change is the addition of 16 professional snowboarders and their sponsors. From the 13-year-old phenom Shaun White to the Forum's JP "Dy-no-mite!" Walker, all the big names are here.

Also here are a slew of sponsors, including board manufacturers Burton, Forum, Salomon, MLY, M3, Ride, Santa Cruz, Morrow, and K2, as well as clothing manufacturers like Westbeach, Etnies, Arnette, Special Blend, Bonfire, and Billabong. While it's nice to see snowboarding get its props, it is also a shame to see the sport commercialized like this...but who are we to complain?

Luckily, underneath the myriad of brand names there is a game that features some exciting improvements. While the previously reported signature moves are no more, Idol Minds did manage to get in a ton of new grabs, faster turning, harder carving, hand plants in the halfpipes, and the ability to take your foot out of the bindings for some added flair. On top of that, there are five new mountains to master, each with a specialized course for all the standard modes from CB3 – Downhill, Halfpipe, Slope Style, CBX, and Big Air – minus the Alpine mode which has been replaced with the new Special Course.

This Special Course mode, which must be unlocked through gameplay, will feature some of the most insane snowboarding around. While 989 Studios was tight-lipped about this new mode, they did tell us that it involves being chased, on one level by an avalanche and on the other by the ski patrol. Scchhwiiinnngg!

There's plenty more to say about CB4, but we'll have to save that for next month when we finally get some hands on. Until then, keep your board waxed and edges sharp, because you're going to need all your skills and more when Cool Boarders 4 hits the slopes this November.



I'm looking for Private Ryan. Is he around this bridge?



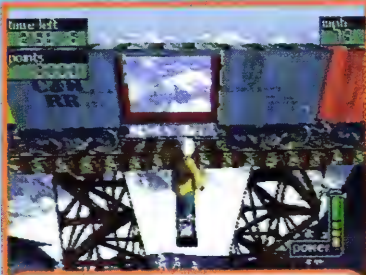
Halfpipes feature plenty of jumps and rails to keep things on the edge.



From one pipe to the next, snowboarders are always ready to inhale the next challenge.



What meathead put the road in the middle of this run?



Ho hum. Off the sheer cliff, through the moving train. Where's the challenge?



Create your own player and outfit him or her in the latest gear.



'Scuse me, while I kiss the sky!!!



An empty picnic table..truly a dream come true.



RESIDENT EVIL

NEMESIS

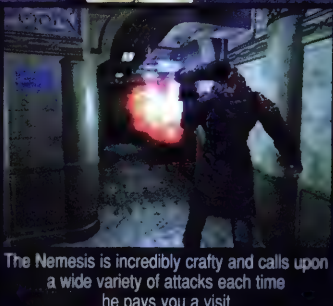
- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Story Takes Place Both Before & After Resident Evil 2; New Sidestep Dodge Maneuver; More Aggressive Enemies; Boss Events; Larger Environments; Dual Shock Compatible
- **Created by:** Capcom
- **Available:** November 15 for PlayStation

85% Complete

The Nightmare Continues

Strong-willed S.T.A.R.S. agent, Jill Valentine, is back in Raccoon City reprising her role as the lead character in the third manifestation of the Resident Evil saga. In Resident Evil 3: Nemesis, Capcom has sewn together a nightmarish tale that begins just hours before the

opening moments of Resident Evil 2. Then, to justify a sequel, the tale concludes just minutes after the final battle in Resident Evil 2. Fans of the series won't have long to wait since Nemesis inflicts horror upon retailers this November.



The Nemesis is incredibly crafty and calls upon a wide variety of attacks each time he pays you a visit.

Meet Your Nemesis

The grotesque legions of zombie warriors were enough hassle to begin with, but now Jill has a stalker watching her every step. Every so often this shady character, the Nemesis, steps out of the shadows and confronts Jill. One of the new features in RE3 is the ability to choose an action when the Nemesis appears. Usually the actions are fight or run, but sometimes you'll have the opportunity to jump out of a window, toss some electric cables into water, or turn on search lights. Choosing wisely brings partial freedom, while choosing poorly brings about certain doom or at least uncomfortable situations. The Nemesis character appears quite often, and whenever he does, it's usually with a bang – the kind of bang that makes you jump out of your seat and scream in sheer terror. Who the Nemesis is and what his intentions are remain mysteries that will surely be solved at the end of the game.



Face-to-face with evil.

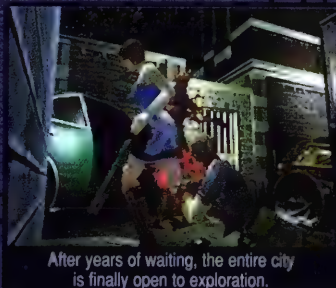
Exposing Raccoon City



The puzzles are crafted just like those in Resident Evil 1 and 2.

In the first game you were trapped in the mansion. In the second game you were forced to clean up the police department. In the third game you finally get to see the rest of Raccoon City and, as if we need to say it, the entire city is infested with zombies and demonic mutations. To bring this large city to life, Capcom has once again constructed each environment with pre-rendered backdrops and predetermined camera angles. The success of the previous titles seems to have led to a larger budget, which real-

ly shows with the intricate details in each zone. Most of the city is blocked off until you solve puzzles or find specific items. The puzzle mechanics are the standard RE fare, ranging from key code combinations to moveable statues.



After years of waiting, the entire city is finally open to exploration.

Weapons & Gore

Along with the standard arsenal, Jill will also run across some inventive new weapons like the mine launcher. This gun propels a sharp mine into the torso of the enemy, which after a few seconds delay blows up showering flames and flesh everywhere. Jill can also pick up a gatling gun, and even assemble weapons once enough parts are found. Along with mixing up multi-colored plants for health and curing poison, she can also make her own bullets by fusing powder and shells. Jill's actions are the same as those she originally had, but now she can use background objects defensively and also perform evasive rolls at the touch of a button.



The Evil Dead series showed us that the shotgun is king.



Some zombies hunt in packs; after meeting Jill, they leave the streets really messy.



Beautifully rendered cinematics are interspersed throughout this epic adventure.

Movie Magic

The Umbrella Corporation's secret experiment has escalated into a national epidemic. Along with some familiar faces, Jill will also run across a host of new characters, some of which are

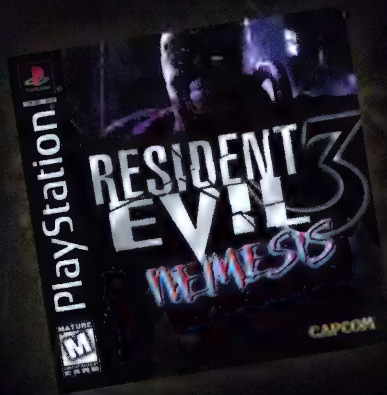
part of a S.W.A.T. team sent by Umbrella. Should Jill trust these new recruits, or try to survive on her own? The answers are coming this November.





KNOW Fear

november '99



it's in your blood.

reserve your copy now.

CAPCOM
www.capcom.com

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** 3 Modes (Action, Racing & Shooting); Destructible Environments; Mission-Based Play; Multiple Weapons; Analog & Dual Shock Compatible
- **Created by:** N Space for Fox Interactive
- **Available:** November 8 for PlayStation

70% Complete

DIE HARD

TRILOGY 2

Terrorism Sucks

With an empire of blockbuster movie franchises at its disposal and a name that's as good as gold, one would assume that Fox Interactive ruled the video game scene. But as it stands, this well-endowed company continues to struggle and has yet to land a gigantic hit. This year, Fox is making a run for the top by unleashing a ton of product, most bearing familiar names like Alien or Planet of the Apes. One of Fox's most successful PlayStation titles, Die Hard Trilogy, has garnered a surprise sequel set to launch on November 8. Like

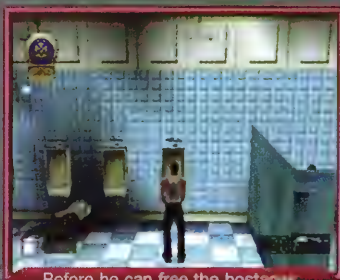
the first adventure, this one places gamers in the shoes of John McClane and politely asks that terrorism be shot up in three different game modes – racing, shooting, and action. If you thought you knew everything about Mr. McClane, then think again. Die Hard Trilogy 2 features a new story set in Las Vegas, and you'll see this saga unfold through cinematic cutscenes placed after each level. Due to his Apocalyptic troubles, Bruce Willis will not reprise his role as John McClane.



Action



Flaming bodies trigger the sprinklers.



Before he can free the hostages, John McClane has to shake the weasel.

In the first Die Hard Trilogy, the action levels were the fans' favorite. Instead of regurgitating the same play that was developed three years ago, Fox Interactive enlisted N Space to develop a new engine that mimics the original which was created by Probe Entertainment. Fox couldn't use Probe since Acclaim is now this developer's owner. The new engine is definitely intriguing. N Space has captured the essence of the original while incorporating a ton of new features as well. For starters, you can now pan down to



You can now zoom to first-person to perform headshots.

first-person and perform stationary targeting for headshots and specific limb shots. N Space has also developed several new objectives to join the hostage saving. The levels are still brought to life through transparent wall effects and explosive surroundings. Weapons range from flame-throwers to machine guns, and as always, the gore content is through the roof.

Driving

As of now, N Space has struggled to bring this game mode to life. The streets are not as cluttered, the graphics not as sharp, and the vehicle physics not as precise as they were in the first game. Don't worry though, Fox assured us that this mode still needs a lot of work, and N Space plans to keep it as close to the original as possible. As you can see from the screenshots, every mission takes place at night (since the entire story does as well), and yes, the blood is back. However, we have yet to see a flaming pigeon.



In pursuit of a flaming bandit.

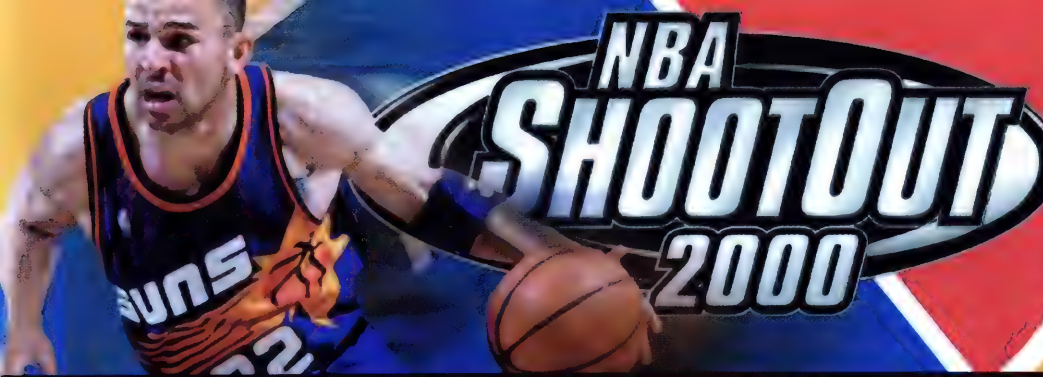
Shooting

The objective of the Shooting mode is to annihilate everything that crosses your path, and with fully destructible environments, this feat can be achieved. Enemies, innocent bystanders, flower pots, family portraits, countertops...just blow it all to 'ell! All of this excitement demands quick reflexes and dead-on accuracy. John's movements are on a track so you don't need to worry about where you go. Thankfully, this mode is fully compatible with a multitude of light-gun accessories, as well as Namco's Negcon and the PlayStation mouse.



All light-gun accessories are compatible with Die Hard Trilogy 2.





PlayStation Preview

- Size: 1 CD-ROM
- Style: 1 to 8-Player Sports
- Special Features: Full NBA & NBAPA License; Create-A-Dunk; 42 Signature Dunks; Commentary by Ian Eagle; Authentic Team Playbooks Featuring Over 60 Plays; Dual Shock & Analog Compatible
- Created by: 989 Studios
- Available: November for PlayStation

60% Complete

Dances With Wolves

Dances with Wolves – man, what a horrible movie. But that title may best sum up the approaching basketball season. With Kevin Garnett quickly becoming the man to beat in the NBA, the T-Wolves (our personal favorites) will certainly be blazing a path to playoff glory. So for all of you who hope to join them there, you'd better pray that you won't have to dance with the Wolves this season. As you can see from our little diatribe, with each new season comes renewed hope for our favorite team, and a slew of new games to give us the chance to trash talk all who stand in the way of our Wolves.

After taking the season off last year, NBA Shoot Out is finally ready to get back into the fray. Just as we talk about the Timberwolves too much, 989 Studios invents way too many marketing terms for each of its games. From "Read and React AI" to "Icon Cutting," the list of trademark terms for Shoot Out 2000 is astonishing. Luckily, Shoot Out 2000 may actually stand up to all its marketing hype.

As with the Shoot Out before it, Shoot Out 2000 uses the shoulder buttons of the PlayStation controller, much like the shift key on a typewriter, to give the player direct control of a character's dribbling, dunking, passing, or cutting. While the game can be played without these extras, they help give you more control over the court. For instance, you can make the player cross-over dribble, blast into the lane, and do a tomahawk dunk, with three distinct button combinations. While it's a tad difficult at first, with practice you'll quickly see that it is the only way to fly.

While all these precision controls are cool, a more interesting addition is Shoot Out's new Create-A-Dunk feature. This mode allows players to go in and edit the dunks. While you can't control each frame of the animation, you can select a take off (one-footed, ball low, for example) and then create the final dunk frame of animation by bending, twisting, and tilting almost every joint on the player's body.

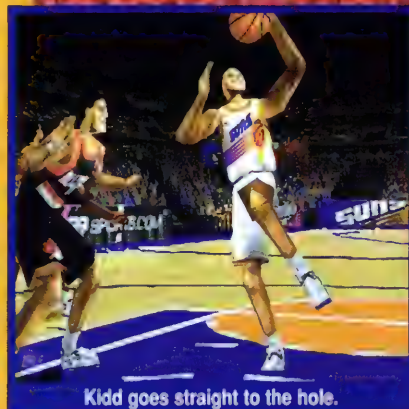
The rest of the game is filled out with almost all the extras you would expect from a good sports title including Create-A-Player and playcalling from over 60 plays. Another nice feature is the ability to set defensive match-ups so that overpowering players, like, oh we don't know...Kevin Garnett, can automatically be double teamed.

Shoot Out 2000 is still early in development, but the game looks to have all the key components to be a winner. If it doesn't go the way of the dodo bird or Shoot Out 99, expect to see it hit the shelves this November.

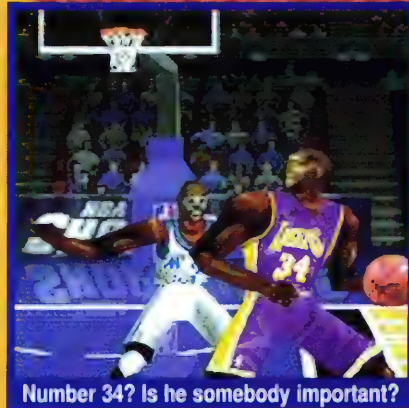
Slamma-Jamma-Ding-Dong!



Payton is the man.



Kidd goes straight to the hole.



Number 34? Is he somebody important?



I feel you, big fella!

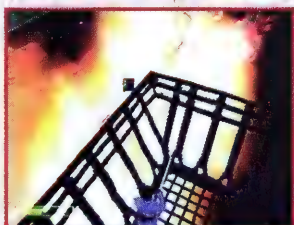
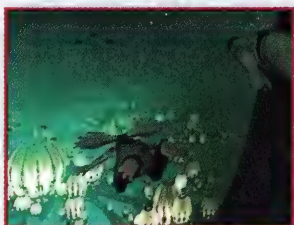
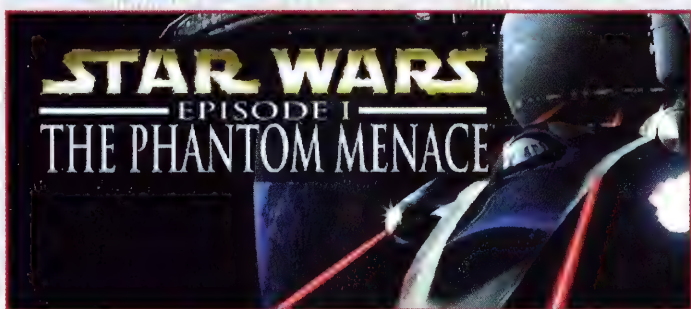


PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** 4 Playable Characters (Obi-Wan, Qui-Gon, Amidala, & Panaka); Duel of the Fates Bonus Video; Analog & Dual Shock Compatible
- **Replay Value:** Moderate
- **Created by:** Big Ape Productions for LucasArts
- **Available:** (Hopefully) Now for PlayStation

Bottom Line: 7.25

	ANDY	PAUL	REINER
Concept:	7	8	8
Graphics:	8	6	6.75
Sound:	9.5	9	9
Playability:	6	2	7.75
Entertainment:	7	5	8
Overall:	7.5	6	8



Andy, The Game Hombre

"I'm a huge Star Wars fan, so TPM is interesting to play just because I get to experience other parts of the movie. Unfortunately the play control is only so-so, and redoing entire levels with cutscenes is a tad annoying. But as a Star Wars fan I have to like it, and so will you."

Paul, The Game Professor

"This is one of the best video game adaptations of a film I've seen in a while; however, the control completely blows. If this wasn't Star Wars, it would probably have scored far worse."

Reiner, The Ragging Gamer

"The graphics lack the crispness and intricate detail of the more powerful PC version, but the gameplay is right on par. It does get a tad monotonous, but the awesome cutscenes, sheer amount of destruction, and unlimited supply of Battle Droid fodder will keep Star Wars fans entertained."

Wesa no liken delaysa, so wesa bein playing elsa. When is LucasArtsa releasin' The Phantom Menace? Nowsa!!! Finally, after waiting an eternity, LucasArts has been liberated from Trade Federation control, and the long-awaited PlayStation game will finally be released.

Much like the Super Nintendo trilogy, this new venture into the action genre is loaded to the hilt with intense combat situations, familiar characters and locations, and an awesome soundtrack. The story follows the movie step for step, but instead of rehashing stock movie footage, LucasArts created new computer-generated FMV sequences and a ton of real-time cutscenes. Interestingly enough, you'll learn quite a few things that you didn't get out of the movie, like why exactly Jar Jar was banished from Otoh Gunga.

The gameplay is also tethered to the plot of the film; however, a ton of new action sequences have been added to keep the play lively and incredibly difficult. You'll destroy hundreds, possibly even thousands of Battle Droids with your trusty lightsaber or blaster. Qui-Gon, Obi-Wan, Queen Amidala, and Captain Panaka are all playable characters, and yes, the awesome Darth Maul duel awaits at the end.



PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Shooter
- **Special Features:** 9 Zones; 2 Bosses Per Zone; 1st & 3rd-Person Camera Views; Spin Evasive Maneuver; Lock-On Cannon; Analog & Dual Shock Compatible
- **Replay Value:** Moderate
- **Created by:** Polyphony for Sony Computer Entertainment
- **Available:** Now for PlayStation

Bottom Line: 7.75

	ANDY	PAUL	REINER
Concept:	8	9	5.75
Graphics:	9	8.5	8
Sound:	9.25	8	8.75
Playability:	6	7.75	6
Entertainment:	8	9.25	7
Overall:	8	8.5	7



Andy, The Game Hombre

"The production of Omega Boost is outstanding — the graphics are spectacular, the soundtrack freakin' rocks, and the gameplay will make you sick from the screen spinning around so fast. It's hard, but it's a great shooter."

Paul, The Game Professor

"This is the most innovative shooter to come out in a long time. It's almost like a flight game, and it took me quite a bit of time to get the hang of the controls. Like any memorable shooter, this game is tough. You'll either like it or be so confused you'll hate it."

Reiner, The Ragging Gamer

"The opening video sequence is nothing short of incredible. It really pumps you up for the rest of the game. But once you do start playing, all of your enthusiasm is channeled into a fast-moving and overly confusing game where you spend most of your time watching an arrow in the lower left-hand corner of the screen."

In Sony's shooter, Omega Boost, technology has evolved into sentient beings intent on wiping out the human race. Mankind's last hope lies in the hands of one hot-shot jockey (played by you). With an incredible mecha under your control, you'll travel back into the past to combat the mechanical revolution before it enslaves humanity.

The action is similar to most traditional shooters; however, fast-moving 3D play adds a unique spin to things. The battle will take you to the farthest reaches of the galaxy and even to alien worlds. Enemies range from squadrons of fighters to nearly indestructible mechanical spiders. There are nine different levels in Omega Boost, each delivering two killer boss battles.

The mecha is equipped with 360° movement, turbo boosters, evasive roll techniques, and a powerful rapid-fire gun that can also lock on to multiple targets at once and propel a shower of heat-seeking energy blasts.

As with most shooters, this one is incredibly difficult. There are no save points, just a handful of continues to use in a long and dangerous journey.



PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 to 8-Player Sports
- **Special Features:** GM Mode; Commentary by Reggie Theus & Don Poier; Create-A-Player Mode; New Transition Sequences; 60 All-Time Greats; Outdoor One-On-One Mode; Dual Shock & Analog Compatible
- **Created by:** NuFX for EA Sports
- **Available:** Late October for PlayStation



85% Complete

In the Paint



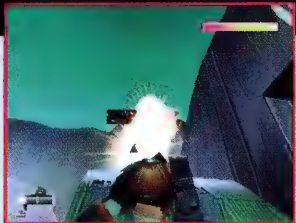
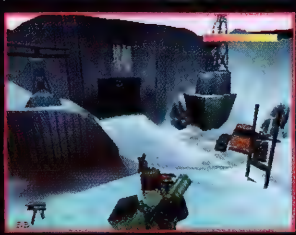
EA Sports NBA Live 2000 looks to build on its past successes with a few key additions and changes. The AI has been tweaked to be more dynamic and decrease bunching under the basket. Where in the past players ran on play-based scripts, they now react more to ball position. Small transition animation, like players tapping knuckles after a free throw, adds to the realism of the game. Player facial animation and speech brings trash-talking to life in all its Technicolor glory. A one-on-one Streetball mode allows gamers to reenact with ease their favorite scenes from *White Men Can't Jump*.

The big news this time out, however, is the arrival of NBA All-Star teams from the fifties through the nineties. Over 60 classic players are available, including such icons as Wilt Chamberlain, Bob Cousy, Oscar Robertson, and Dr. Julius Erving, complete with his majestic afro. These players can compete against each other in one-on-one, play with their decade's team, or even be drafted onto a current NBA team. The possibilities are endless. Imagine Wilt Chamberlain kicking Shaq-Fu's over-inflated booty all over the court, and then stealing his girlfriend after the final whistle. Kazaam that hurts!



PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** More Than 10 Weapons, Including Sniper Rifle; Hand-To-Hand Combat With Super Moves; Puzzles & Pick-Ups; Stealthy Sneak Mode; More Than 20 Missions
- **Created by:** Eidos Interactive
- **Available:** Late October for PlayStation



60% Complete

The Power of One



Straying quite a bit from the design of the original game, Eidos' *Fighting Force 2* is little like its action-based predecessor. If you recall, the first game was a two-player free-for-all where players just beat the tar out of anything and everything. On the other hand, *Fighting Force 2* has strong adventure elements. Plus, the fighting "force" has now dwindled to one.

As you take on the role of renegade Hawk, you'll enter a game presented in a style similar to Eidos' popular *Tomb Raider*. The camera is now locked behind the hero and shifts as Hawk is moved around - as opposed to the stationary camera offered in the original. Additionally, the game makes use of a Look mode that allows you to see through the eyes of Hawk.

A typical scenario found in an early version of this game finds Hawk in a large room surrounded by thugs. Hawk can take them on using his bare hands, but weapons such as a machine gun, sniper rifle, rocket launcher, and others will do the trick more quickly. One of the downed thugs just happens to be carrying a key, and Hawk can then grab it to open up a locked door. Additionally (but not yet implemented in the version we saw), Hawk will be able to sneak up on some enemies using the Sneak mode.

It's not often that game developers branch off from original concepts, but with *Fighting Force 2*, Eidos definitely does.



Dreamcast Review

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** Mission Battle, Museum, Team Battle, Time Attack, Survival, Extra Survival, Battle & Exhibition Theater, Opening Direction, & Character Profile Modes; 19 Characters; VMU & Jump Pack Compatible
- **Replay Value:** Moderately High
- **Created by:** Namco
- **Available:** Now for Dreamcast

Bottom Line: 9.25



Namco has a knack for launch games. On the PlayStation, Namco's Ridge Racer was without a doubt the premier title to get; now on Dreamcast, Soul Calibur is far and away the must-have game. And why not? Soul Calibur not only looks better than its arcade counterpart, it comes packed with extra modes and characters, and a quarter slot is nowhere to be found.

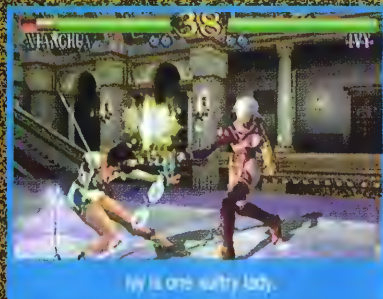
In typical Namco fashion, the extra modes and fighters are unlocked through the Mission Battle mode where you collect points for completing each mission. These points can then be used to purchase art from the Museum Gallery, which in turn releases new modes, costumes, stages, and features. The missions aren't terribly tough, but they do offer some interesting twists that you don't usually see in a fighter – like strong winds that try to blow you off the edge, quicksand-floored arenas that slow you down, and rats that bite at your feet as you battle.

The animation for each of the 19 characters in Soul Calibur is amazing. This is even more impressive when you look at the number of moves, throws, combos, and specials that each character has in his/her/its arsenal. Hours on end can be spent just learning the characters' moves lists in the Practice mode. After you get tired of that, you can explore any of Soul Calibur's other modes including Time Attack, Survival, and Vs.

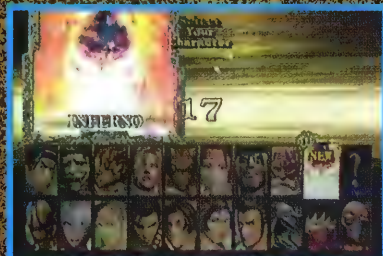
As far as fighting games go, Soul Calibur is in a league all its own with its unique concepts and extra modes. So if you are planning on buying a Dreamcast, make sure you have some cash left over for this fighting extravaganza that perhaps best represents the power of the Dreamcast with its gorgeous graphics and fluid animation.



Unlock the Exhibition mode to watch the fighters put on an unbelievable martial arts display.



By 15, one warty lady.



Kick butt in the Arcade and Mission Battle modes to unlock all 19 characters.



The 3D polygonal backgrounds are absolutely spectacular.



Xianghua offers an extra little featurette before she faces off with Inferno.

The #1 Accessory for Dreamcast

ANDY

THE GAME HOMBRE

Concept

9

Graphics

9.5

Sound

9

Playability

9

Entertainment

9

9

OVERALL

"Soul Calibur is a must-buy for the Dreamcast. Not only is it the most impressive looking of the launch titles, it offers hours of game time for the single player as well as endless showdowns in two-player. Namco's famous extra features aren't as spectacular as usual, but they are nice nonetheless (especially the martial arts demos in Exhibition mode). The fighting, as you would expect, is fierce with lots of unblockables, combos, and specials for each character. Unfortunately, the computer opponents aren't too tough, and with some practice can be picked apart with ease. But I found myself playing it over and over anyway. It's fun just to watch its animations – they are easily the most impressive I've ever seen on a home console. If you like fighting games even remotely, get Soul Calibur. It's worth it."

JAY

THE GONZO GAMER

Concept

9.5

Graphics

10

Sound

9.75

Playability

9.5

Entertainment

10

9.75

OVERALL

"Unbelievable. Not only do Soul Calibur's graphics put you in a state of utter awe, its gameplay delivers more challenge and fun than most fighters. Even this game's weakest points are cool. Take, for instance, the art you collect with points earned in Mission mode. Normally this is the last thing I'd care about in a fighting game, and I'd just buy the ones that would open up new arenas, but not with this game. I had to see it all because these are some truly beautiful pieces. The only think I can find in Soul Calibur's armor is how comparatively lame the end boss looks, but that could just be me desperately looking for a flaw. I kid you not when I say that this is a game that even those who dislike fighters can enjoy. Not only is it the best fighting game for Dreamcast, it is the best Dreamcast game available, period."

REINER

THE RAGING GAMER

Concept

9.25

Graphics

9

Sound

8.75

Playability

9.5

Entertainment

9.25

9.25

OVERALL

"The Dreamcast is already overflowing with fighting games, yet when you take a really good look, you'll see that nothing comes close to delivering the mark of excellence of Soul Calibur. Like clockwork, Namco has again pieced together the most comprehensive fighter on the market. From the flawless combat execution to the graceful animation, Soul Calibur is a masterpiece. Along with an arcade-perfect translation, Namco has improved the graphics, added a ton of modes, and increased the longevity by adding a slew of secrets. The best addition is the Exhibition mode. Just wait until you see the animation in this section. It's unbelievable. The gameplay is equally impressive, and the number of moves is unfathomable. If there's even a hint of fighter in your blood, let Soul Calibur kick your face in."



THE HOUSE OF DEAD 2



Dreamcast Review

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Shooter
- **Special Features:** Accurate Shot Placement; Level Branching; Arcade, Boss, Original, & Training Modes; 5 Difficulties; Game Gun, VMU, & Jump Pack Compatible
- **Replay Value:** Moderately High
- **Created by:** Sega
- **Available:** Now for Dreamcast

THE HIGH STAKES OF LIVING

"I'm not a big fan of gun games, but I've played quite a few in my time and I can tell you that, without a doubt, House of the Dead 2 leads the pack. The story, with all its hokey dialog, is great and works as a good break from all the zombie-killing action. HOTD2's graphics fly off the screen with some of the most gruesome images you'll ever see, from half-blasted skulls to unthinkable monsters of death. The gore in HOTD2 is only matched by its outstanding challenge that will put your sharpshooting skills to the test. **But ultimately, HOTD2 is just a gun game, and for that it should be a rental for most.** A good two-day, invite-your-friends-over rental, but a rental nonetheless. Of course, hardened gun game fanatics will want this one for their collection."

ANDY THE GAME HOMBRE	
Concept	8
Graphics	9
Sound	8.5
Playability	8
Entertainment	6.5
8	
OVERALL	

"I usually stay far away from gun games and only play them when I'm coerced. Faced with the alternative of 30 days in the cooler, you could say that I wasn't too excited to play this game. After checking out the Arcade mode one time, it seemed like the same old stuff. **The graphics are completely gruesome and the character design is fantastic,** but big deal, right? Wrong. After playing it some more, I came to the realization that this game has multiple paths – way cool. This really makes the replay of the game stand out. You can spend plenty of time trying to get all the paths. Add this to a fun Training mode and this turns out to be a solid and entertaining game – and this from one who normally hates games of this genre."

PAUL THE GAME PROFESSOR	
Concept	8
Graphics	9
Sound	7
Playability	8
Entertainment	8.75
8	
OVERALL	

"Translations don't get more arcade perfect than this. Other than a slight variation in resolution, House of the Dead 2 looks just as nice on the Dreamcast as it does on the Naomi Board. Most gun games are extremely short and not terribly difficult. This is not so with House of the Dead 2. **This shooter is tough,** and cannot be beaten until every level and enemy location have been memorized. Accurate shot placement makes this chore very entertaining, plus the over-exaggerated drama and overabundance of gore makes this game quite amusing as well. It's never scary or suspenseful, just bloody as all heck. Even without the lightgun accessory, House of the Dead 2 is a fun game to play. If the funds are available, the gun does add to the experience."

REINER THE RAGING GAMER	
Concept	7.5
Graphics	9.25
Sound	7
Playability	7.5
Entertainment	8.5
8	
OVERALL	

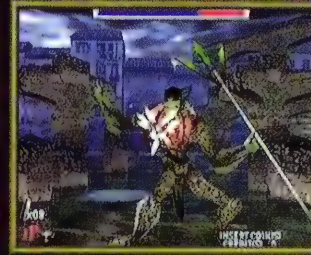
The story in House of the Dead 2 takes place just two years after the resolution of the first game. Dr. Curian's sinister plans were demolished by Agent "G," but the Dr.'s legacy still lives on through his excellent student, Goldman. Just like the late Doctor, Goldman is a sociopath, and he has succeeded in resurrecting an army of faithful zombies that he will use to bring mankind to its knees. As with most mad scientists, Goldman's Achilles' heel is his big mouth. Instead of staying quiet and surprising the world with an unexpected undead invasion, Goldman has come clean, announcing his plans well in advance of his actions.

Since Agent "G" already has one success to his credit, the government has once again asked him to bust a cap into this national threat. This time around, Agent "G" is striking a well-prepared enemy, and so he has dragged two upbeat rookies, James and Gary, along for the ride. Players assume the role of these new recruits, who before long become the main players in this important mission. Since the Dreamcast is designed to handle flawless translations of Naomi Board games, House of the Dead 2 looks just like it does in the arcade. For a game that is so evil and so violent, House of the Dead is actually a pretty game. All of the environments are texture-heavy and loaded with the smallest of details. Even the enemies, while grotesque, look astounding and very lifelike. But never once will you think twice about sending a bullet through the brain of an axe-wielding zombie or bloodthirsty slug.

Accurate shot placement plays a large role in this shooter, and as you face each new enemy, you'll have to find the sweet spot that will drop it to its knees. As you progress cautiously through the levels, you'll encounter several alternate routes, some easier than others, that lead to different sectors. Most shooters are easy to beat. House of the Dead 2 is quite the opposite, forcing you to memorize levels and enemy locations. The Dreamcast version comes equipped with several new modes not available in the arcade offering. Learn the best strategies for the head honchos in Boss mode, or play a slightly different quest where new weapons can be acquired in Original mode.



Time to cleanse this room with my pistol of righteousness.



Graphics so good you'll stop shooting.



James is a dork.



All of the enemies are equipped with limb-specific hit zones.



A difficult boss challenge awaits at the end of each level.



Dreamcast Review

- **Size:** 1 GD-ROM
- **Style:** 1 to 4-Player Sports
- **Special Features:** 31 NFL Teams Plus Over 30 Classic & All-Star Teams; Play Editor; VMU Playcalling; Player Create & Draft; Practice Mode; Crazy Cheat Codes
- **Replay Value:** Moderately High
- **Created by:** Visual Concepts for Sega
- **Available:** Now for Dreamcast

Bottom Line: 9.25

SEGA SPORTS NFL 2K



THE NEW DEFINITION OF FOOTBALL

In the modern era of home video gaming, there has been only one system that launched with a football title. In 1985, the NES was accompanied by a version of IREM's 10-Yard Fight. Since then, sports gaming, particularly football, has become a genre that can make or break a system. Still, systems like the Genesis, Super Nintendo, Nintendo 64, and PlayStation didn't have a football title until many months after their introduction. The Dreamcast is different. If sports games are an anchor for the launch of Sega's new system, then Sega Sports NFL 2K is the flagship. For the first time in more than a decade, a home console system will debut with a football title.

Seeing Randy Moss on the cover of the game will automatically assure most Viking fans of perfection, but as soon as the rest of you see NFL 2K in action, you may agree. All other football games pale in comparison. The graphics are simply amazing. Developer Visual Concepts spent months viewing actual NFL footage to get everything just right. How many seconds does it take for the half-back to hit the hole off tackle? How fast does it take the cornerback to blitz to the backfield? These are the kind of questions Visual Concepts asked themselves, and then tried to exactly duplicate the real-life situation into NFL 2K. Likewise, the team of artists used NFL footage to make animations equally realistic. A quarterback is grabbed by the ankle and tries to shake loose of the would-be tackler. He hobbles, trying to maintain balance, and is on the verge of a sack. Suddenly he breaks free and huris a desperation pass. The defender jumps to knock it down, but the ball is just out of reach. The receiver jumps too and makes a finger-tip catch for a 45-yard gain. It's like watching the Vikes on TV. The list of amazing animations goes on and on.

As you know, graphics can only take a game so far. Many football games have been great to look at. However, the minute you start to play, you realize that something isn't right. Luckily, this isn't the case with NFL 2K. This game was built around the action on the field. Visual Concepts made sure that executing the play-control was top priority. Work on the rest of the game's menus, season play, and other options wasn't started until the control was just right. NFL 2K doesn't add any new control schemes or extra button combos that haven't been seen in prior games, but it does all the fundamentals to perfection.

There are few weaknesses in NFL 2K's package. You could argue that the game doesn't have extra features to allow users to build a dynasty and manage the front office with salary caps and free agency. Some football fans will miss these options, but any who play NFL 2K will likely soon forget them. Without a doubt, Sega's football game sets a new standard in video game football.

ANDY

THE GAME HOMBRE

Concept	9
Graphics	9.5
Sound	9.5
Playability	9.25
Entertainment	9.5

9.25

OVERALL

"Sega Sports NFL 2K is the best launch game on Dreamcast, and easily the best football game available this year on any platform. If you like football, this game has it all. **The animation of the players is just unbelievable.** Shoestring catches, one-handers, you name it and it's in here. It's a shame that NFL 2K's running is only mediocre (it needs some kind of deke move or quick shift), but the passing is amazing. When Cunningham airs it out to Moss on a streak, it's just phenomenal. And unlike a lot of football games, you can actually play defense on this baby. Then there's the stat tracking, the announcers, the playcalling on the VMU - it's all fantastic. About the only gripe I have is that the onscreen playcalling can be a little clumsy at times, but otherwise NFL 2K is exceptional. Get this game; you won't regret it."

PAUL

THE GAME PROFESSOR

Concept	9.5
Graphics	9.75
Sound	9
Playability	9.75
Entertainment	10

9.5

OVERALL

"This game completely rocks and is my top pick for the Dreamcast. After seeing NFL 2K in action and putting it through the paces, I can easily say that **I'll be hard pressed to go back to PlayStation football.** The control is solid and intuitive, the graphics are spectacular, and the Vikes rule. What more could you ask for? Maybe a Career mode and GM stuff, but I expect that will be in next year's game. The bar has been raised to new heights, and EA and Sony will have to take note. This game could have the impact that Madden had on the Genesis. It's revolutionary. Football fanatics who have been debating whether this game is for real had better see it for themselves."

REINER

THE RAGING GAMER

Concept	8.75
Graphics	9.5
Sound	9
Playability	9
Entertainment	9.25

9

OVERALL

"The Dreamcast's first football title is also this year's all-around best gridiron release. After you play Sega NFL 2K, and marvel at its amazing graphics and incredibly smooth gameplay, it'll be difficult to go back to anything else. **From the ball physics to the sheer number of tackles, NFL 2K is lightyears above anything currently present in video football.** Its list of accomplishments and innovations covers all the bases, and even the dual commentary is a breakthrough. Since it is a first-year engine, it does have a few little quirks around the edges, plus the play is a tad unbalanced where passing highly outweighs running. As a complete package, I really couldn't have asked for a better-looking or better-playing game. Madden is still the king of fantasy options, but Sega NFL 2K is only a small step away."



There are plenty of TV-style replays.



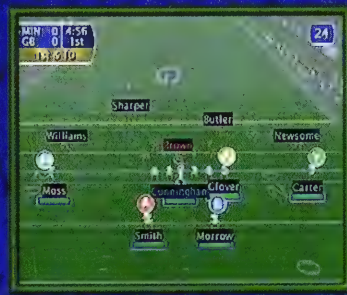
Jane Reid takes a bow.



Randy Moss is da' man!



Player detail comes complete



READY 2 RUMBLE BOXING



Michael Buffer Is In the House!

"Ready 2 Rumble was so close to being the new Punch Out it isn't even funny. The graphics are impressive, the sounds are great, and the character designs are some of the best I've seen in years - come on, "Big Willy" Johnson, Afro Thunder - they just don't get any better than this. Then there's the boxing, with every punch looking and sounding like it hurts and playcontrol that's solid as a rock. In the two-player game, all this works like a charm. Sit around with your friends, and you'll find Ready 2 Rumble is awesome beyond belief. Unfortunately, somebody forgot to give a rat's butt about the one-player game, as it's terribly easy. Overall, **R2R is a big disappointment** because it had everything it needed to go over the top, but then the developers forgot to make the one-player game any fun."

ANDY THE GAME HOMBRE
Concept 7
Graphics 8
Sound 8
Playability 7
Entertainment 7
7.5 OVERALL

"Without a doubt, R2R is one of the best looking games to launch with the Dreamcast. The fighters are excellently designed - right down to the jiggley stuff. It is fun to see all the crazed fighters and their routines, intros, and taunts, but the action gets old fast. In the single-player game, the learning curve is pretty flat. It didn't take me too long to figure out how to march through every match. I started out with about five wins and five losses. Then proceeded to rack up 75 victories in a row. There are a bunch of great training events in the Championship mode, but they are completely worthless because you can amass unlimited money. Granted, the two-player is enjoyable but only as a simple party game. For a boxing game, it is mighty weak."

PAUL THE GAME PROFESSOR
Concept 4
Graphics 9.5
Sound 9
Playability 8.25
Entertainment 4
7 OVERALL

"Ready 2 Rumble is a great game against a friend. If that's all you want it for, then by all means, run to the store and buy it immediately. However, if you seek a game with a deep single-player mode, avoid this boxing simulator at all costs. **Ready 2 Rumble's computer opponents are so stupid that they make Mike Tyson look like a rocket scientist.** I won over 100 matches in a row, half of which were with my controller upside down. Lame! The Career mode is equally frustrating and shallow. Where are the options?! Where is the challenge?! Why do I never lose?! Weak!!!! Graphics do not make a game; I've said it before. Now I'm saying it about what I thought would be the premier Dreamcast game. Like I said, this game should only be played by the multiplayer audience. You'll be disappointed if you expect anything more."

REINER THE RAGING GAMER
Concept 6
Graphics 9.5
Sound 8
Playability 7
Entertainment 6.25
7.25 OVERALL

Whether it be a professional boxing match, a Major League Baseball All-Star game, or a celebrity bar mitzvah party, Michael Buffer is always on call, just waiting for someone to ask him to say that little line he's become famous for: "Let's get ready to rumble!!!" This catch-phrase rules Buffer's life, and if he continues saying it, he'll eventually become bigger than the "Where's the beef?" lady, and maybe even more recognizable than that annoying Taco Bell mutt. Midway's explosive boxing title, Ready 2 Rumble, is not only one of the most gorgeous Dreamcast products available, it's also the crowning achievement in Buffer's career. Throughout the course of the game, Buffer provides commentary for all 17 boxers, his face is plastered on banners and ring mats, and of course, he starts each match with the line that will be etched on his tombstone, "Let's get ready to RUMMBLE!!!"

In the last couple of years, wrestling has outshone boxing. Evander Holyfield, while one tough cookie, doesn't have the charismatic appeal of Stone Cold Steve Austin or The Rock. But in Ready 2 Rumble, all of the boxers are crafted with high-class personalities and attitudes. Salua is so fat that he's phat. Afro Thunder is dynamite! Selene Strike is irresistible. And Jet Chin is one cool dude. All the boxers feature amazing detail, tons of facial expressions, and a few taunts that summarize their killer personalities.

When it comes down to it, the video game industry hasn't been graced with a great boxing simulation since the Super Nintendo classic, Super Punch Out. Ready 2 Rumble, while not as strategic in play as Punch Out, is hands down the next best thing. Its gameplay is easy to understand and loaded with a slew of arcade elements. You don't have to work the opposition's gut or left eye to wear him or her out. All you have to do is land enough punches to deplete his or her life bar. When this happens, the opponent will fall to the mat. The goal of the game is to knock the adversary down three times in a match, rather than the standard boxing rule of three times per round. Very seldom can you win by knockout.

All of the boxers in Ready 2 Rumble feature exclusive moves and a special Rumble Flurry combo. Once certain punches are landed, the player will receive a Rumble letter. When you get enough letters to spell Rumble, you can then unleash the Rumble Flurry combo and devastate the opposition with a ballet of quick punches and jabs. This combo is pre-scripted, and the player doesn't need to do a thing other than sit back and watch the beating. When it comes down to it, Ready 2 Rumble is an exceptional release by Midway Home Entertainment, and we think you'll agree that it floats like a butterfly and stings like a bee.

Dreamcast Review

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Sports
- **Special Features:** 17 Boxers; Career & Arcade Mode; In-Depth Training Exercises; Introductions by Michael Buffer; Rumble Flurries; VMU & Jump Pack Compatible
- **Replay Value:** Moderate
- **Created by:** Midway
- **Available:** Now for Dreamcast

Bottom Line: 7.25



Damien Black makes an evasive maneuver.



Rumble bumble!



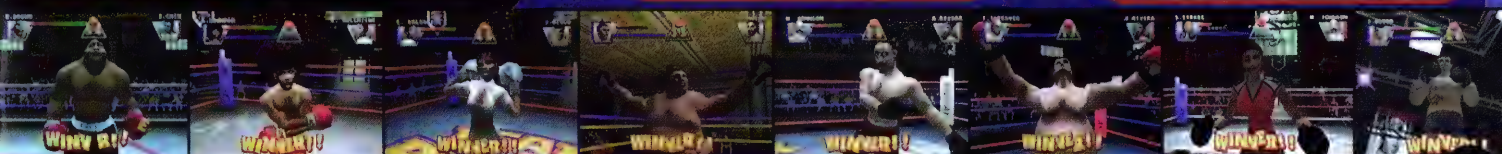
Lula goes for blood.



Pump up your attributes through training.



Knocked silly.



Dreamcast Review

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** 8 Characters With 8 Alter Egos; Interactive Arenas & Objects; Multiple Weapons & Power-Ups; VMU & Jump Pack Compatible
- **Replay Value:** Moderately High
- **Created by:** Capcom
- **Available:** Now for Dreamcast

Bottom Line: **8**



Galuda approaches with chair in hand.



Snag all three gems to transform into rampaging warriors.



Sensory overload.



Combos lead to success.



Use heavy artillery to send opponents running.

It may sound like a glam band from the 80s, but Power Stone is actually an exotic fighting game concocted by the leader of the martial arts revolution, Capcom of Japan. Since the debut of Street Fighter II in 1990, Capcom has walked a straight line with its fighting crop. Despite unique improvements and a gradual evolution, the majority of Capcom's fighters all bear similar birth marks. With Power Stone, a different DNA strain has been tapped to create a new breed of fighter. And just like Street Fighter, Power Stone may be the inaugural title in another fighting insurrection.

Running on Sega's Dreamcast-compatible Naomi hardware, Power Stone made its debut as a Japanese arcade game. While this stand-up unit never came Stateside, the arcade-perfect Dreamcast port will. You've dreamt about the endless possibilities, but now, you'll finally get to see a completely unbound 3D fighter in action. Power Stone unleashes full freedom of movement within multi-tiered 3D fighting arenas. These stages resemble rather large cubes cluttered with obstacles and items. Almost everything in these arenas is fully interactive. Tables can be rolled across, tossed, and kicked at opponents. Beams holding up balconies can be climbed, swung around, and even ripped out of place and used as bats.

Power Stone features eight unique combatants, all of which are loaded to the hilt with unique attacks and fighting styles. As the name implies, these combatants are hunting for rare gems, otherwise known as Power Stones. There are three different gems to find. Player One starts the match with the red gem. Player Two begins with the blue. The yellow gem appears randomly across the combat plane on a fairly frequent basis. If a player knocks the gems away from the opponent and acquires all three at once, that player will be infused with magic, and his or her appearance will change, revealing a powerful alter ego. This transformation will only last for a limited time or until all of the gem energy is drained through magical attacks. When this happens, the player changes back to normal and the gems scatter across the arena.

Power Stone's graphical qualities are truly remarkable and are highlighted by seamless textures and incredible special effects. The detailed character models also boggle the mind as they interact flawlessly with the environments and other characters. Whether this is a one-time fluke, or an inspiration for future software, Capcom definitely has a hit on its hands with this unique fighter. You don't want to miss it!

The New Breed

ANDY THE GAME HOMBRE

Concept

9

Graphics

9

Sound

8

Playability

8

Entertainment

8.5

8.5

OVERALL

"Power Stone, unlike the rest of Dreamcast's fighting lineup, is unique. It's a 3D fighter that introduces the attributes of a brawler, like Streets of Rage, into the fighting genre. This is both good and bad. The bad side is that the fighting portion of the game isn't very deep—there just aren't many moves you can do. On the plus side, the brawler part of the game makes the surroundings become more than just a backdrop. Throwing boxes, picking up weapons, sliding over tables, swinging around poles, and generally just moving around the environment is a thrill all its own. There's a lot of strategic thinking as well, since you must decide whether you want to pummel your opponent or go for the stones. Power Stone is an innovative game that features amazing graphics and solid gameplay, putting it in the top five of Dreamcast launch titles."

PAUL THE GAME PROFESSOR

Concept

8

Graphics

8.75

Sound

7

Playability

7

Entertainment

5

7

OVERALL

"Power Stone really packed a punch when it initially hit the Dreamcast in Japan. Since then there have been a number of good fighting games to surface, especially Soul Calibur. Truthfully, Power Stone really turns the fighting game genre on its ear with its whacked-out weapons and hectic action. It doesn't really rely on much technique; rather it becomes a mad scramble for the loot. I had the chance to watch some newbies play this game and some came away a little confused. Indeed, moving around the space is a little clumsy and does take some getting used to. It's fun to check out all the environments and see each character's other form, but the enjoyment is fleeting. What this game needs is an Adventure mode to spice things up."

REINER THE RAGING GAMER

Concept

9

Graphics

9.25

Sound

8.25

Playability

8.25

Entertainment

8

8.5

OVERALL

"It's time to get Stoned. Even without the Street Fighter connection, Capcom knows how to construct top-notch fighters. As it stands, Power Stone is the most sophisticated 3D fighter to date. Along with incredibly fast and fluid gameplay, all of the multi-tiered environments are fully interactive, allowing the player to slide across tables, swing around poles, and even pick up and toss chairs at the opposition. Once you get the hang of the basics and fully understand the play, Power Stone will become your substitute for food, sleep, and work. If you are into multiplayer gaming, or simply want to entertain yourself with one of the most unique fighters around, then don't delay. Give Power Stone the props it deserves. It's a phenomenal game that sets the stage for many games to come."





Dreamcast Review

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** 5 New Characters (Plus More Hidden); New Arenas; Team, Endurance, & Practice Modes; Fatalities & Limb Break Moves; VMU & Puru Puru Pack Compatible
- **Replay Value:** High
- **Created by:** Eurocom for Midway Home Entertainment
- **Available:** Now for Dreamcast

Bottom Line: 7.25

Midway's Theater of Pain

"It's true that over the years, the Mortal Kombat series has lost some of its luster. But for me, every time a new version makes an appearance, I always get caught up in the carnage and start to like it again. Every time, that is, except this time. Here is where I make my stand. Mortal Kombat Gold, though easy on the eyes with its high-resolution graphics, just doesn't offer enough for me to jump back on the bandwagon. **Certainly the new characters and moves are a nice addition, but otherwise, Gold is just the same old game with shiny new graphics.** Unless you are a total Mortal Kombat freak (and already have Power Stone and Soul Calibur), there is no reason to buy MK Gold."

ANDY THE GAME HOMBRE
Concept 3
Graphics 8.5
Sound 7
Playability 7
Entertainment 5
6 OVERALL

"I've always had a special place in my heart for Mortal Kombat, the series that stands as the innovator in video game violence. **The Dreamcast has finally brought MK home in perfect form. The sound, sights, speed, and slaughter are all at their bloody best,** and I do like this game. There are only two large sticking points that prevent me from giving this a much higher score. First, why didn't they just throw in every character? It might not work with the story they've built up over the years, but who really cares about that anymore? Second, I'm sorry to say it, but MK is getting a little old. If there are no plans for some serious innovation in the future, I believe it's time to retire this series before it gets really sad. While this isn't the best fighter in Dreamcast's opening lineup, it's certainly no slouch."

JAY THE GONZO GAMER
Concept 7
Graphics 9
Sound 8.5
Playability 7
Entertainment 8
7.75 OVERALL

"Mortal Kombat 4 consumed a good year of my life, and to be dead honest, I really didn't want to play it again for a long, long time. But alas, Midway has made my life a living nightmare by resurrecting this arcade title for the Dreamcast launch. Joining the ranks of Reiko and Sub-Zero are a slew of long lost characters like Baraka and Mileena. The models of these new recruits look nice, but some of their moves (like Cyrax's netting) seem rather awkward. **As a whole, these were good character choices, and it's nice to see how their stories panned out or progressed.** The Dreamcast has no problem handling the MK experience. It runs at 60fps, the graphics are high-res, and the loading is minimal. MK enthusiasts will thoroughly enjoy this updated arcade port, but as a whole, there are better Dreamcast fighters."

REINER THE RAGING GAMER
Concept 6.75
Graphics 8.5
Sound 8.25
Playability 7.5
Entertainment 7.5
7.75 OVERALL

Exclusive to the Dreamcast console, Mortal Kombat Gold is the long-awaited revision to Midway's arcade hit, Mortal Kombat 4. Developed by Eurocom Entertainment, Gold presents an arcade-perfect translation and also reacquaints MK fanatics with long lost combatants Cyrax, Kung Lao, Baraka, Mileena, and Kitana. Hidden within Gold's shadows are the mysterious phantom Noob Saibot, the four-armed monkey Goro, Cyrax's alter ego Sektor, and a new long-horned demon by the name of Belokk.

For the first time on any console, this Dreamcast version runs at 60 frames per second with high-resolution graphics adding intricate detail to every texture and effect. Loading is virtually nonexistent. Matches fly by in the blink of an eye. Fatalities appear nanoseconds after inputting the command. Never once will you see any kind of slowdown or polygon drop out.

All of the new recruits are modeled with over 3,000 polygons and are equipped with familiar signature moves and voices. New FMV endings have been created for these characters, and for the first time you will learn Cyrax's true identity, see how the dispute between Mileena and Kitana ends, and observe the ascension of Baraka. As with every Mortal Kombat, the gameplay is lightning quick and bloody as all heck.

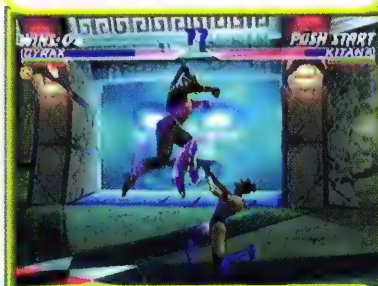
There's plenty of replay tucked into the Practice, Survival, and Endurance modes. Mortal Kombat was the pioneer of video game gore, and it's great that even after all these years, it's still at the top of the food chain as one of the best selling video games on the market. The Dreamcast version will surely keep this franchise alive and kicking. Now, all we need is for Kabal to return. Mortal Kombat Platinum, perhaps?



Sharp high-resolution graphics bring a new level of definition to the MK series.



Off with her head.



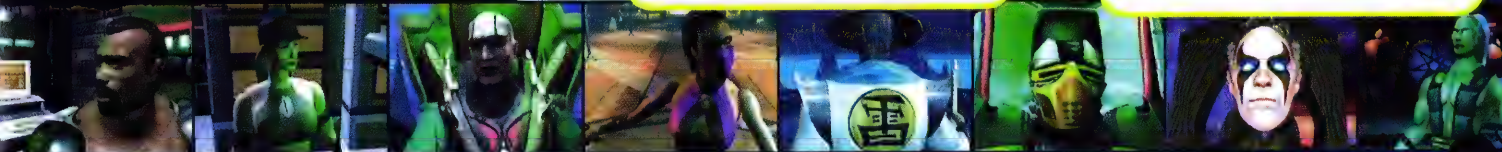
Caught in Kitana's trap.



Let the blood fly.



Fatality!



Dreamcast Review

- **Size:** 1 GD-ROM
- **Style:** 1-Player Shooter
- **Special Features:** HUD & 3rd-Person Perspectives, 30 Authentic Aircraft; More Than 20 Missions; Ground & Air-Based Missions; 4 Difficulty Settings; Novice & Expert Controls
- **Replay Value:** Moderately High
- **Created by:** Konami
- **Available:** Now for Dreamcast

Bottom Line: 7.75

AIRFORCE DELTA

Kick the Tires & Light the Fires

In some respects, nearly every console system has at least a few titles where you get to pilot sleek jets and knock bogeys out of the sky. The NES has Top Gun, the SNES has Turn & Burn, the Genesis F-22, and the PlayStation Air Combat.

Speaking of Air (Ace) Combat, this successful PlayStation franchise is quite similar to Konami's AirForce Delta for the Dreamcast. So much so that if you've played any Air Combat, you'd swear that AirForce Delta is a direct descendant. If (to borrow a cliché) imitation is the highest form of flattery, Konami seems to have appreciated Namco's work.

AirForce Delta is a fairly straight-forward action/shooter. The game starts you with one plane, an F-5E, and a single mission. After being briefed about the upcoming sortie, you are tossed out into the fly zone. Using the onscreen radar and HUD, you zero in on the targets and, just like Maverick and Goose, you ace the enemy with missiles and machine guns. Once the mission is accomplished, a reward is given for each of the targets destroyed. The reward is then used to purchase other, more powerful aircraft that magically start to appear on the tarmac of the airfield. In the ensuing missions, objectives include such tasks as destroying a naval convoy, ambushing refueling SR-71s, and, of course, dog fighting with some hot shot from an enemy squadron. Maybe it's the Jester, or possibly the Iceman? Anyway, completing more missions results in more available aircraft — popular U.S. and Russian-built planes such as the F/A-18, A-10, MiG-31, and F-14 (Tom Cruise's favorite). There are 30 beautifully replicated planes in all.

Indeed, all the aircraft are nice to look at, as is most of the game's graphics. The aircraft spurn contrails on tight turns and the terrain is rich with textures. There isn't much time to enjoy the scenery when you're playing, but a Replay mode will show off the successes and defeats. Each entire mission, some of which take upwards of ten minutes to complete, is shown in dynamic fashion. Multiple camera angles highlight the action, and you can even see the pilots in the cockpit and the plane's flaps move.

Like the games mentioned earlier, AirForce Delta is by no means a true flight simulator. Even though each plane has different flight characteristics, aircraft all come equipped with the same firepower, and there are no take-offs or landings. Even so, this game offers a challenging array of missions and fantastic graphics.

ANDY
THE GAME HOMBRE

Concept	6
Graphics	8.75
Sound	7
Playability	7
Entertainment	6
7	
OVERALL	

"Personally, I'm not a big fan of good-old-fashioned plane games. They just don't do it for me. Now spaceships are a different story, but I digress. **For what it is, Airforce Delta is pretty impressive.** Sadly, there's no real story to it, but you do get to watch a quick briefing before you head out to conquer the world. The terrain in each level is convincingly realistic and really adds to the flying experience. The control of the plane is on par with the best that console gaming has to offer, with missions that give you plenty of chances to fire at will. And although this may sound weird, the game has a fantastic replay feature that is quite a joy to watch. It rotates through a number of camera views and lets you see what went right and wrong. A solid effort, but I would rate it as a rental at best."

PAUL
THE GAME PROFESSOR

Concept	8
Graphics	9.25
Sound	8
Playability	9.25
Entertainment	9.75
9	
OVERALL	

"Let me get this out of the way first. This game needs more choice of weapons, at least a few landings, and some work on explosions. Additionally, it needs some chatter on the radio. Other than that, I thoroughly enjoyed AD. I've always been a huge fan of the genre, and I am really blown away by the look of this game. The planes look fantastic — right down to the detailed paint jobs and moving flaps. It is definitely on the difficult side. I found the very easy setting to get pretty dang hard after a while. Even so, I am hooked and look forward to playing this even more in the future. **This is easily one of my top picks for the Dreamcast,** and I hope Konami is already working a sequel."

REINER
THE RAGING GAMER

Concept	7.75
Graphics	8.75
Sound	6.5
Playability	8
Entertainment	7
7.5	
OVERALL	

"Airforce Delta is a fairly decent flight sim. Its play is fast and accompanied by truly remarkable plane detail right down to visible cockpit instrumentation. The landscapes and cities are also breathtaking and a pleasure to navigate across. I don't know if Konami was rushed to finish this game or not, but the **absence of voice-overs and an involving story makes this game seem more arcade-like than it should be.** I also dislike a majority of the missions, and where are the additional weapons? However, later in the game there are some killer runs that push your skills to the limit. Play-wise, Airforce Delta delivers true-to-life physics, smart computer bogeys, and precise controls. This game isn't for everyone, but if you are into this kind of thing, hit the skies."



The sleeping city is in for a rude awakening.



Aircraft include detailed paint jobs.



Battle in the air, and on land and sea.



A tactical display briefs you on your objectives.



This mission has you navigate a tight canyon to find an enemy base.



IT'S LEARNED THAT YOU LIKE TO
THROW UPPER CUTS

Sega Dreamcast

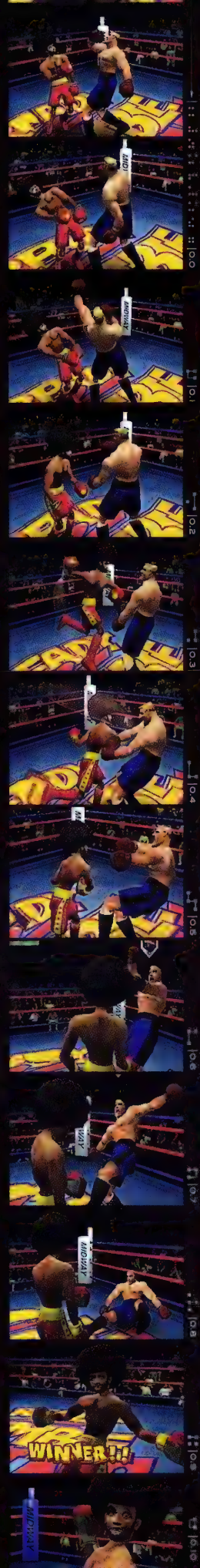
READY 2 RUMBLE™ BOXING

IT'S THINKING

YOU'VE LEARNED TO LOSE TEETH
AND DIGNITY AT THE SAME TIME

20 whacked boxers with an arsenal of outrageous moves, taunts and Rumble Mode inflict serious bruises and tooth-loss in jaw-dropping detail as Michael Buffer calls the action. Let's Get Ready to Rumble! sega.com

READY
RUMBLE
BOXING



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RATING PENDING
RP
ESRB
CONTENT RATED BY ESRB



INSANE.

FRENZIED.

TOTAL

TAG-TEAM

CHAOS!

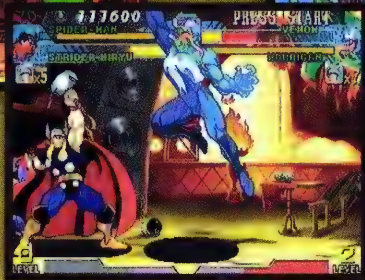
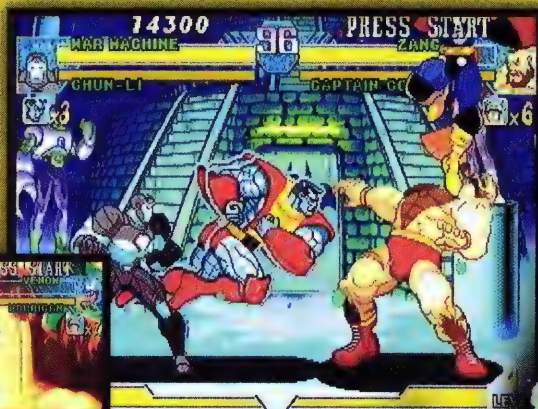
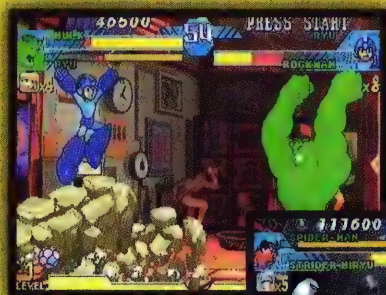


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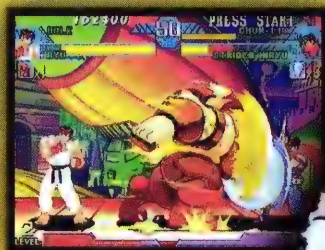
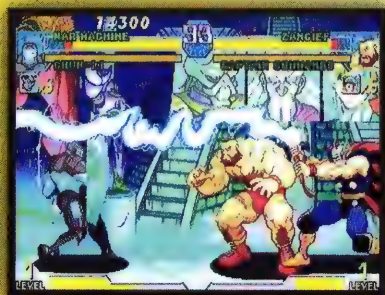


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Sega
Dreamcast.



Dreamcast Review

- **Size:** 1 GD-ROM
- **Style:** 1-Player Racing
- **Special Features:** 13 Tracks; 13 Boats; Beautiful Wave Effects; 60 FPS; Booster Fuel; Insane Jumps; Lots of Shortcuts; Jump Pack & VMU Compatible
- **Replay Value:** Moderate
- **Created by:** Eurocom for Midway
- **Available:** Now for Dreamcast

Bottom Line: 8



The jump technique is essential to victory.



Hydro's levels take you to the ends of the Earth and back.



Even though the game is supposed to be played on the water, most of the time is spent in the air.

There is little doubt that Hydro Thunder in the arcades is a classic. The steering wheel...the throttle...it's quite an experience. But now Hydro Thunder has come home, courtesy of the Dreamcast, in all its graphic glory. Hauling hulls at a whopping 60 frames per second (FPS), this racer really moves out, all the while complemented by a regular fireworks display of graphical effects including transparent water, fire, and mist.

For all its graphical flair, the game itself is quite simple. Full throttle your way through its 13 tracks using every shortcut and booster you can find to get to the front of the pack. Finding the shortcuts and boosters is really important since winning is virtually impossible without them. Finding the shortcuts (which usually lead to a treasure trove of boosters) ranges from being as easy as following the hidden path underneath the waterfall to as difficult as making a well-timed jump (which is done by releasing the throttle, holding the break, and hitting the boosters to shoot you into the air) to reach an alternate passage.

The Hydro boats only hold about 18 seconds of booster power, so throughout most of the race the turbo power will be engaged. But be careful how you dispense it, because booster power is needed for making jumps and taking out fellow racers, as the boats are invulnerable when the booster is fired.

Of all the racing games for Dreamcast's launch, Hydro Thunder is sure to be the mass market hit - but does this port really do justice to the arcade classic? Check with the reviewers to find out.



Now that's what we call air.

Midway's Wet Dream

ANDY
THE GAME HOMBRE

Concept **7**

Graphics **9.25**

Sound **8.5**

Playability **8.5**

Entertainment **7**

8

OVERALL

"After playing Hydro Thunder in the arcades, I was excited to finally get to play this monster at home. And after watching the intro, I was ready for some serious racing as **this amazing arcade translation is gorgeous**. And I as suspected, this port kept intact all the thrills and spills of its arcade counterpart. However, I do have one major complaint. Whoever made the frontend on this game should be shot. The great thing about Hydro is that each race requires you to perfectly maneuver through the level, hitting every booster and shortcut. So if you screw-up, it's over. Restart. Wait...there's no freaking restart. OK then I'll quit...What? I have to go through the title and option screen, then repick my track and boat just to get back to the game? Stupid. Hydro's fun, but starting at the menu screen gets old in a hurry."

PAUL
THE GAME PROFESSOR

Concept **8.5**

Graphics **9**

Sound **7**

Playability **9**

Entertainment **8.75**

8.5

OVERALL

"Midway has a knack for porting the arcade experience to home systems; about all this is missing is the steering wheel. Hydro Thunder is really impressive. The racing is intense and requires precision driving to unlock more tracks and boats. Grabbing all the boosters is a necessity on a lot of tracks, so sometimes it is a waste even to continue the race if you miss one. This is both good and bad. It's good because the races are extremely challenging and bad because there is not a restart option - you have to go all the way back to the menu screen. Hydro Thunder has insanely designed tracks, great control, and excellent graphics. **If you are looking for a DC racing game, this should be at the top of your list.**"

REINER
THE RACING GAMER

Concept **6.25**

Graphics **9.25**

Sound **6.75**

Playability **9**

Entertainment **6.75**

7.5

OVERALL

"The graphics in this racer will knock you off your feet. All the environments showcase the finest details spread thickly throughout the enormous landscapes and waterways. Hydro Thunder also **wines and dines the Dreamcast with its state-of-the-art transparency effects and its amazing vehicle designs**. Let's not forget the huge air and breakneck speeds that accompany the awesome play. It's a shame Midway didn't spend more time equipping this game with a larger frontend. The only challenge is a measly Arcade mode with 13 tracks distributed within four difficulties. After completing this task in a day, there's nothing left to do. Bummer. I also would have liked a quick restart and the elimination of the annoying announcer. Hydro Thunder is praiseworthy, but I would suggest renting it before blowing a wad of cash."



Dreamcast Review

- **Size:** 1 GD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** 2 Playable Characters (Eliot & Dogs); 22 Weapons; 51 Enemies; Puzzles; Bonus Modes Unlocked for Completion; Excessive Gore; Dirty Words; VMU Compatible
- **Replay Value:** Moderately Low
- **Created by:** Climax Graphics for Activision
- **Available:** Now for Dreamcast

Bottom Line: 5.25



More Guts Than the Others

"This story sucks. Dinosaur island? Come on...who wrote this? But then again, this game is plagued with so many problems that maybe the story is the strong point. Let's look at this game for what it really is. First off, look at Eliot. Talk about an annoying dude...I have enemies that I like better than this guy. Then there are the horrible cutscenes that make watching dog poop cool down seem entertaining. Am I the only person who noticed that all the voice-overs are terribly off? Or how about those ingenious puzzles? Find the ID card? Yeah, there are some cool graphics in Blue Stinger, but this game just hits me like a train wreck. If somebody had cared, they could have fixed this game; but nobody did, and the game reeks. **Blue Stinger is cruel and unusual punishment - for anybody.**"

ANDY
THE GAME HOMBRE
Concept **4**
Graphics **7**
Sound **7.25**
Playability **4**
Entertainment **2**
4.75
OVERALL

"Ugh. Blue Stinger is a perfect study in how great looking graphics do not a good game make. You'll be impressed with this title for about an hour, but the repetitiveness of play and frustrating of control will quickly set in soon thereafter. Even more maddening is that the impressive sights are often muddled by the camera being in the wrong place or that fairy-thing constantly flying in front of your view. Getting new weapons is also way too easy. All you have to do is kill a monster with Eliot's flying fists, collect the money, leave the room, then come back to kill and collect again. That's right, the monsters don't stay dead! When all of this is combined with the horribly off-kilter lip-synching and lackluster story, what we have is a **game that any Dreamcast owner will hate themselves for owning.**"

JAY
THE GONZO GAMER
Concept **6**
Graphics **8**
Sound **5.5**
Playability **5**
Entertainment **4.5**
5.75
OVERALL

"File this one under suckola. If word of mouth gets around the industry as to how utterly disappointing Blue Stinger is, then we may be looking at Dreamcast's first bargain bin title. Why Activision decided to port this game Stateside I'll never know. From the opening seconds of play, Blue Stinger tosses a heap of crap in your face, and you see exactly how retched this game is. Sure, the soundtrack is phenomenal, and I'll agree that the graphics are excellent. But the gameplay? I'll smack anyone who hints at it being even remotely entertaining. **There's nothing cool about this game.** The action blows. The controls are lousy. The camera angles are a nuisance. Let's not forget the high class personalities. Eliot and Dogs...the heroes? Give me a break!"

REINER
THE RAGING GAMER
Concept **3.5**
Graphics **9.25**
Sound **9**
Playability **2.75**
Entertainment **2.25**
5.25
OVERALL

There's something strange happening on Dinosaur Island. A nearby meteor strike has caused a dome of impenetrable black energy to surround the land mass, which just happens to be the home to a secretive biotech research corporation known as Kimra. Vacationing on his boat nearby, ESER agent Eliot Ballade finds himself attacked by weird monsters and drawn into investigating the mystery. It isn't long before he's given hands-on assistance by a tough ferryman named Dogs Bower, befriends Kimra security genius Janine King, and is followed by a glowing fairy creature called Nephilim.

Borrowing heavily from Capcom's survival horror titles, Blue Stinger's gameplay will feel familiar to many, but with a few distinct differences. After just a few minutes of adventure, players can switch between playing Eliot and Dogs at any time. Eliot has the advantage of being able to combine both short and long-range attacks, is a bit quicker, and can swim. Dogs, on the other hand, has more powerful attacks, can last longer in rough environments, and can block most enemy strikes. To be successful, you'll need to employ judicious character switching. Blue Stinger also doesn't rely on set camera angles. For the most part, the camera follows behind your chosen character, swinging to a high position if you're backed against a wall.

Most weapons in the game will be bought, not found. Every time a beastie is killed, coins fly out of it. Using this loose change, along with your ATM card, you can purchase an assortment of guns, ammunition, and food from the many vending machines located on the island. Guns in Coke dispensers? No wonder this island has problems.

Despite the differences between Blue Stinger and Resident Evil, they share many similarities. Small items that need to be picked up will glimmer, puzzles usually consist of shoving things into the right places, aiming weapons is automatic, and inventory management is practically the same. Despite its mimicry, Blue Stinger has one distinct advantage over Capcom's line: It is available now, while Resident Evil: Code Veronica isn't being released for Dreamcast until winter.



Where have we done this before?



Low on health? Hit the vending machines.



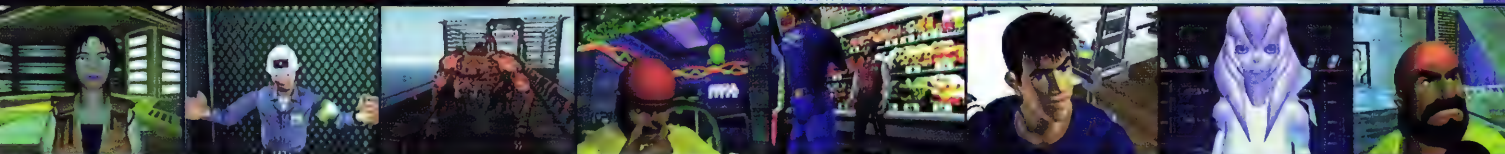
Don't worry about a lack of gore.



Shooting napalm at a boss isn't always safe.



The exciting swimming portion of the adventure.



Dreamcast Review

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 9 Characters; 3 Worlds With More Than 14 Open Tracks; Over 40 Tricks; Open Tricks In Challenge Mode; Boogie Boarding & Luge; Training Mode; Widescreen Mode; VMU Compatible
- **Replay Value:** Moderate
- **Created by:** Criterion Studios for Acclaim
- **Available:** Now for Dreamcast

Bottom Line: 7.75



Prestidigitation Of The Hoverboard Kind

There are a number of racing games for the launch of the Dreamcast. Most are the typical games with cars, and there is one with watery courses and boats. Then there is Acclaim's TrickStyle – a futuristic hoverboard racer with tricks loosely based on skateboarding.

The concept of TrickStyle is nothing new to video games. Quite a few titles feature some type of post-apocalyptic future, crazy courses, and racing hoverboards. The game starts the player in a simple overworld with a solitary figure in the middle. This figure turns out to be your hoverboard mentor who guides you through the entire game. Before getting down to racing, your guide offers you your first challenge. Challenges play an integral role in TrickStyle by not only offering training, but also awarding new hoverboards. Furthermore, challenges give you what you truly need – tricks. Most of the 16 Challenge stages require you to complete a task in a certain amount of time. Grabbing spheres from an environment, scoring trick points, and racing against your guide are just some of the tasks. These challenges are essential to getting the feel of the hoverboard controls.

You'll need a bunch of practice before you really start to compete in the actual races. The racing aspects of the game are fairly straightforward. Your character is pitted against five other surfers, and the only way to advance is to place first. This is a daunting task and TrickStyle's learning curve is steep. The courses are intricate and staying patient will be essential. To successfully compete, you must learn the essential trick to speed; the luge. This trick puts the racers on their backs and send them hurtling past opponents. The only drawback to the maneuver is the loss of control. Making tight turns isn't possible in the luge position. However, luge rails are positioned on some courses and these will take your racer over some tricky aspects of a course. Also, there are plenty of shortcuts and hidden routes that can be accessed by hitting jumps or doing tricks.

With more than 15 courses, a huge selection of tricks, and a steep challenge, TrickStyle has a lot to offer racing fans. There are plenty of choices in racing games for the Dreamcast and we suggest choosing wisely.



Execute a boogiespin to bust through Big Ben.



Challenge a friend to some head-to-head racing.



The speedluge is essential to winning a race.



Your guide challenges you to a race.



Bust some tricks in the stunt sessions.

JAY

THE GONZO GAMER

Concept

7

Graphics

8.5

Sound

7

Playability

8

Entertainment

7

7.5

OVERALL

"TrickStyle's courses, coupled with its interesting physics, make for a challenging game. Unfortunately, it's almost as if the designers of this game tried to hold themselves back rather than cut loose, so they put in plenty of mundane racing aspects so the common consumer could digest it. Racing in the future on hoverboards – interesting. This serving no game purpose – boring. Being able to do tricks – interesting. There being no reason to do them other than score points and risk losing – boring. The tracks have many separate routes – interesting. Having to luge and use turbo pads to win – boring. If the ideas behind TrickStyle had been heavily extrapolated upon, the results might have been grand. Instead, the developers played it safe and made an average racing game."

PAUL

THE GAME PROFESSOR

Concept

5

Graphics

9.25

Sound

7.75

Playability

8.5

Entertainment

7.75

7.75

OVERALL

"The concept of this game is not too exciting. There have been so many before like it. I'd rather be racing in a little red wagon that check out another futuristic hoverboard. To its credit, TrickStyle's graphics are excellent and the race courses are well designed. The only problem is that you don't get a huge sense of speed. Even the fastest boards seems to be paced like a skateboard. I found the control required plenty of getting used to, but once it's mastered, this game is pretty easy. The other problem is that some of the tracks are merely reversed, and that is mighty dull. Lastly, the tricks in the game are of little use. Other than the speedluge and standard jump, you can do most races without them. In the stunt sessions, when you do need tricks, busting moves is mighty boring."

REINER

THE RAGING GAMER

Concept

7.75

Graphics

9.25

Sound

7.25

Playability

7.5

Entertainment

6.75

7.75

OVERALL

"From its flashy effects to its detailed post-apocalyptic cityscapes, this game is a visual masterpiece. The overall game design is rather intriguing as well, but I gotta say, while the hoverboard physics and varying level terrains create a challenging chemistry, the gameplay feels like it's on a leash and held back from achieving its true calling. TrickStyle tosses out a ton of different racing techniques and hoverboard styles, but very rarely do you need to use anything but hitting the gas to win. Tack stupid computer opponents onto the humdrum play, and the glorious graphics and inventive concept quickly transform into a pageant of uninteresting racing that lacks any kind of urgency or excitement. The 2-player game is moderately entertaining, but the 1-player game doesn't cut the mustard."



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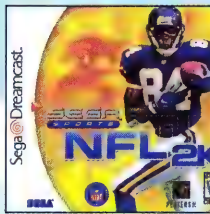
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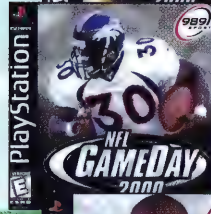
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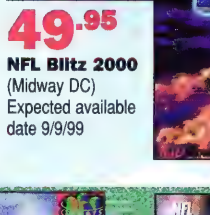
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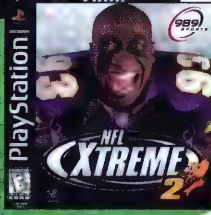
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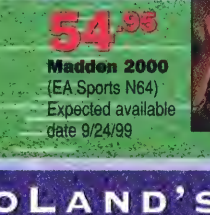
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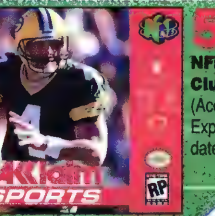
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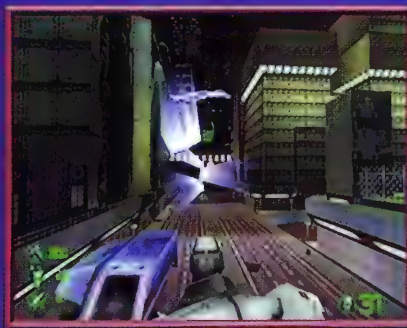
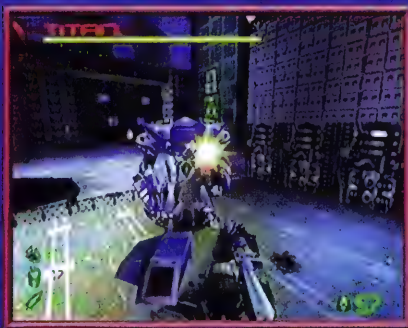
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 **Sega Dreamcast™**

Dreamcast Preview

- Size: 1 GD-ROM
- Style: 1 to 4-Player Action/Shooter
- Special Features: Multiple Weapons & Power-Ups; Interactive Environments; Pick Up & Throw Cars and Rubble; Enormous Character Scale; 4-Player Split-Screen Mode
- Created by: Accolade for Infogrames
- Available: November for Dreamcast

75% Complete



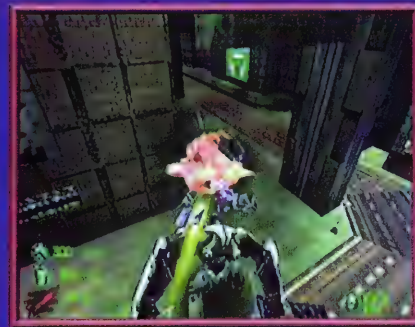
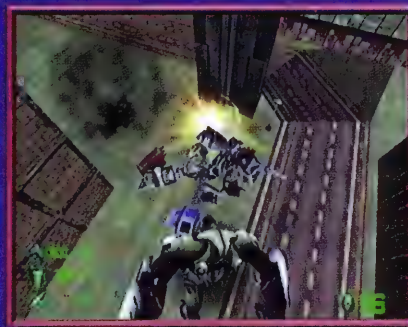
Slave Zero takes place in a nightmare future ruled by the evil dictator, SovKhan. The name evokes images of both Genghis Khan and the former USSR. SovKhan conjures up a dark, bureaucratic world in which humankind has become a mere cog in the giant machine of industry. This game suggests that our future will likely resemble Blade Runner more than the Jetsons. It makes you ask yourself, "What would I do? Die on my feet, or live on my knees?"

The rebel forces in this tale chose to fight, seizing control of a 60-foot biomechanical robot called Slave Zero. Their aim is to overthrow the tyranny of SovKhan. Their objective is to destroy the generators that provide SovKhan with the energy he uses to run his empire.

As Slave Zero, players run rampant through large urban levels. Taking advantage of your 60-foot stature, you are able to stomp cars, tanks, and civilians to smithereens, then pick up the rubble and fling it at your enemy. Of course, this won't be necessary most of the time, as you are well armed with missiles and a host of powerful guns. The controls use the analog for turning, triggers for firing, and the main buttons to move forward and backward, and to strafe. The d-pad is used for jumping, weapon changes, and special moves. All this puts the slightly clunky Dreamcast controller to the test. Still, overall the control is pretty intuitive, overcoming the DC's awkward button placement.

Of course, the real buzz about Slave Zero has been its promised 12-player Internet Deathmatch mode, which was to be used via the Dreamcast's modem. Unfortunately, this mode has been dropped from the game. Apparently, Sega hasn't provided any developers with Internet code yet, and has no plans to do so until well into 2000. Infogrames couldn't wait that long to release the game, and was forced to drop Internet play entirely. Hopefully this isn't an indication of things to come for the Dreamcast.

12-Player or not, Slave Zero still looks to be a solid mecha title in a Dreamcast market loaded with fighting games and racers. DC owners will soon be able to wreak havoc in the name of freedom, and engage in some wicked mecha action along the way. No justice, no peace.



Zoom-a-zoom-zoom in the boom boom.



Even mechas need a drink once in a while.





VIGILANTE 8 ^{2ND} OFFENSE



Dreamcast Preview

- **Size:** 1 GD-ROM
- **Style:** 1 to 4-Player Action
- **Special Features:** 18 Characters; 12 Arenas; New Vehicle Enhancements; Co-Op, Quest, & Survival Modes; 4-Player Smear, Brawl, & Team Modes; New Weapons; Jump Pack Compatible
- **Created by:** Luxoflux for Activision
- **Available:** November for Dreamcast (Nintendo 64 & PlayStation)

80% Complete



Shatter your friend's fragile ego in multiplayer.



The effects in Vigilante 8 look amazing on the Dreamcast.



Sweet justice with the flame-thrower.



One of the new vehicle enhancements is the ability to ride on water.

Seek & Destroy

In 1975, Slick Clyde and his axle-grinding buddies, the Coyote Gang, were soundly defeated by the tireless Vigilantes. Four decades have passed since Clyde got his tailpipe kicked, and he's still hell-bent on getting revenge. Thanks to a gracious alien visitor, Clyde now has a time machine at his disposal. With a buttload of futuristic weapons at his side and a killer ride beneath his hairy rear, Clyde is heading back to 1975 to settle the score and alter history forever.

There's no question about it, the Vigilantes are in deep doo doo. But then again, with the world's greatest wheelman on their side, played by you of course, there's a chance that Clyde may lose round two as well. Granted, you can always join Clyde's revenge squad and run amok through the time stream. Or if you don't want to get involved with this conflict, but still have the desire to blow stuff up, then you can become a member of the outsider clan, The Drifters.

Second Offense allows the gamer to get behind the wheels of 18 different vehicles. Eight of these death machines originally debuted in the PlayStation and Nintendo 64 predecessors. The other ten vehicles are brand-spanking new. With the futuristic gameplay comes a few changes. All of the vehicles now have the ability to transform for easier navigation across specific terrain. Depending on the situation, players can lose their wheels in exchange for hover jets, hydrofoils, and even snow treads.

Another interesting addition to this sequel is the ability to power-up vehicles. By destroying opposing cars and specific landmarks, the player will accumulate experience points. These points can then be used to power-up vehicles. When enough experience has been obtained, the player will be rewarded with a completely redesigned body for his or her existing vehicle.

Vigilante 8 garnered high accolades on the PlayStation and Nintendo 64, and this sequel will more than likely receive a similar reaction on the Dreamcast. As with most vehicular combat titles, Second Offense features insane weapons, beautiful graphics, and environments constructed for the sole purpose of mass destruction. Activision hasn't finalized a release date yet, but all signs point to November.



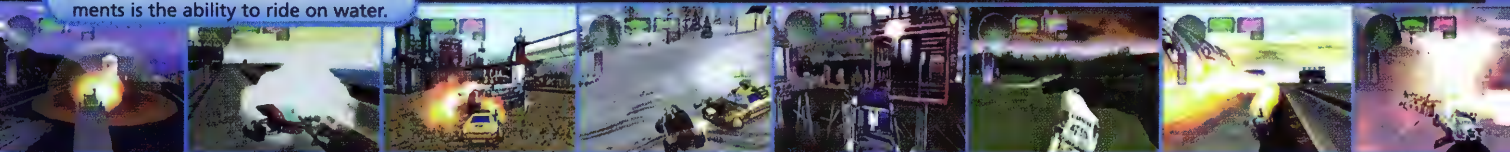
I'll race ya to the top!



War breaks loose within a nuclear plant.



Take cover! That bus is out of control!

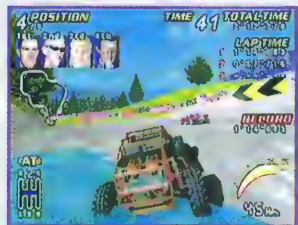


Dreamcast Review

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 6 Courses; 8 Vehicles; 3 Championship Circuits (Plus 1 Hidden); Time Attack, Practice, & Vs. Modes; Decal, Tune, & Paint Vehicle; Jump Pack & VMU Compatible
- **Replay Value:** Moderate
- **Created by:** CRI for ASC Games
- **Available:** Now for Dreamcast

Bottom Line: 5.75

	ANDY	PAUL	REINER
Concept:	7	5	4.25
Graphics:	7.5	7.5	7.25
Sound:	7	8.25	6.25
Playability:	7.5	5	5
Entertainment:	4	3	4
Overall:	6.75	5.5	5.25



This port of the Japanese title, *Buggy Heat*, is basically the same, save some improved turning and control. The meat of *Hardcore Heat* is played in a Championship mode that offers Novice, Hard, and Expert Circuits. These eventually take you to all six of *Hardcore Heat*'s tracks, spreading across the globe from Egypt to Peru. Learning to drive on its terrain – from sand, to cobble-stone streets, to mud holes – is the secret to defeating *Hardcore Heat*.

The control of *Hardcore Heat* is a strange mix of realism and arcade, as you must carefully navigate all the turns or end up spinning around, yet you can fly off a huge jump and land right side up every time. After some practice, the science of maneuvering *Hardcore*'s eight different vehicles becomes second nature; however, we sense that most will get frustrated and never grasp *Hardcore*'s precisely styled control.

If you do manage to master *Hardcore*'s controls, beating this game in a night is certainly not out of the question, leaving you with only the Time Attack mode and a garage where you can tune, decal, and paint your vehicle. Though *Hardcore Heat* may be a short-lived experience, it does offer up some interesting racing with its varied terrain.



Andy, The Game Hombre

"After plowing my way around the tracks a few times in total frustration, I began to understand *Hardcore*'s touchy control, and actually started to like it. Then I beat the game about an hour later. Too bad...it's a good rental though."

Paul, The Game Professor

"Whoa! *Hardcore Heat* is really limited. There are only a few tracks with some very dull designs. A couple of the cockpit views are good for some laughs, but overall it isn't too hardcore and I don't feel the heat."

Reiner, The Raging Gamer

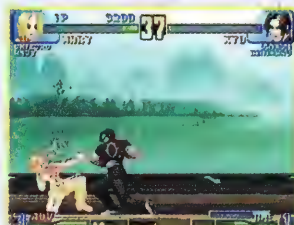
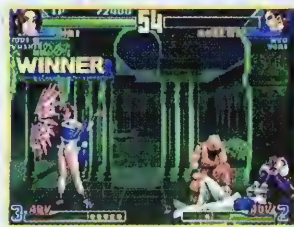
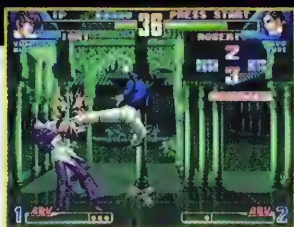
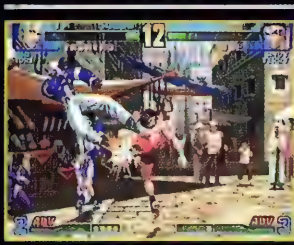
"*Hardcore Heat* certainly sounds exciting, but after playing it, you realize that this game has nothing interesting to offer. Sure, the tracks are pretty, but the vehicle physics are atrocious and the options are minimal. This one should have spent more time in the conceptual stage of development."

Dreamcast Review

- **Size:** 1 GD-ROM
- **Style:** 1-Player Fighting
- **Special Features:** 38 Characters (Plus More Hidden); Neo Geo Pocket Compatibility; Extra & Advanced Play Modes; Polygonal Backgrounds; Team, Single, Survivor, & Practice Modes; VMU Compatible
- **Replay Value:** High
- **Created by:** SNK
- **Available:** Now for Dreamcast

Bottom Line: 8

	ANDY	REINER	JAY
Concept:	8	8.25	8.5
Graphics:	7.5	7.5	7
Sound:	7	7	7
Playability:	9	8.5	8.5
Entertainment:	8.75	8.5	8.25
Overall:	8	8	7.75



Though it sports the moniker 1999, *Dream Match* is actually a port of *King of Fighters 98*. However, the look has been given a face-lift, as the backgrounds are all polygonal and the characters onscreen are slightly smaller than their arcade counterparts.

For those who are uninformed, *King of Fighters* is a long-standing series from SNK. Featuring characters from numerous SNK titles that graced arcades and the Neo Geo alike, *Dream Match* hosts an impressive cast. A total of 38 fighters are available for you to pair up into the ultimate fighting team or to fight in single matches. Team play is where it's at though, as the three-person teams put your skills to the test in a five-round match.

One of the most interesting innovations of *Dream Match* is that it's compatible with Neo Geo Pocket Color's *King of Fighters R2*. Through a serial cable that connects the two, you can download or upload characters between them.

This may not be a perfect conversion, but it's darn close, and fans of the series will not be disappointed. If you have never checked out *King of Fighters*, *Dream Match* is definitely the way to go as it is one of the few games that rivals *Capcom's Street Fighter*.

Andy, The Game Hombre

"*Dream Match* is an awesome fighter. With its huge lineup of fighters, this one can be played for months on end, and even longer if you have friends to whoop butt on. It doesn't have the flash of *Soul Calibur*, but *Dream Match* is definitely the deepest of the launch fighters."

Jay, The Gonzo Gamer

"Many will be turned off by this game's lack of flash, but I hope there will be those who are impressed by its sheer number of combatants and play options. Everyone should give *Dream Match* a chance, but put it high on the purchase list if you have both a Pocket Color and a Dreamcast."

Reiner, The Raging Gamer

"Not since *Samurai Shodown 2* have I seen such an impressive SNK fighter. *King of Fighters* doesn't have the crisp graphics or smooth animation of *Capcom's 2D Dreamcast* fighters, but the play is incredibly deep and the action is very nicely balanced."



Dreamcast Review

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 2 Expansive Courses; Quest Mode; One-On-One Rival Battles; Over 20 Cars; Car Customization; Jump Pack & Steering Wheel Compatible
- **Replay Value:** Moderate
- **Created by:** Genki for Crave Entertainment
- **Available:** Now for Dreamcast

Bottom Line: 5.75



Andy, The Game Hombre

"The tracks are dull, the cars sustain no damage so you barely have to try, and the late-night battle to become a cowboy is one of the most idiotic stories I've ever heard. Nice idea, but the execution is lackluster."

Paul, The Game Professor

"As the name suggests, this title has quite a bit of Japanese auto culture behind it. If you like imports and messing around with a lot of upgrades, this may be for you. It's fun, but I wish there was more variety in the tracks."

Reiner, The Raging Gamer

"Tokyo Xtreme Racer is entirely unique, and I have to say, I like this game's bizarre play. It has a nice feel to it, and if it weren't so limited, I could probably challenge rival cars for hours on end. The problem is, there really is no goal to the game, and there is no variety in tracks either. It's a fun racer, but it becomes boring rather quickly."

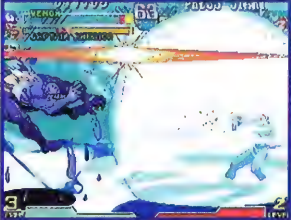
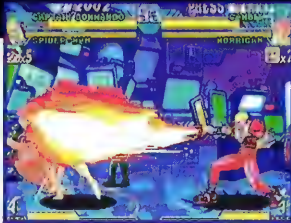
	ANDY	PAUL	REINER
Concept:	5	7	5.25
Graphics:	4	8.25	8
Sound:	5	8	6.25
Playability:	4	7	5.75
Entertainment:	4	7	5
Overall:	3.75	7.5	6



Dreamcast Review

- **Size:** 1 GD-ROM
- **Style:** 1 to 4-Player Fighting
- **Special Features:** New 4-Player Cross Fever Mode; Survival & Training Modes; 15 Characters; 20 Summon Characters; VMU & Jump Pack Compatible
- **Replay Value:** High
- **Created by:** Capcom
- **Available:** October for Dreamcast

Bottom Line: 7.5



Andy, The Game Hombre

"MVC is a solid game on the Dreamcast. Playing it with a standard Dreamcast controller is a serious pain in the butt, though, so I highly recommend a joystick. If you can't afford the joystick, well...I'd go with Soul Calibur or Power Stone instead, just because they work better with Sega's lame controller."

Paul, The Game Professor

"Unless you can't get enough of Capcom fighters (mixed with some of Marvel's finest), you can probably skip over this one. It has a very memorable cast of fighters and great animation, but is for the true fanatic only."

Reiner, The Raging Gamer

"MVC is still one of my favorite arcade fighters, simply because it features a wide variety of characters, gigantic combos, and killer two-player play. The Dreamcast version turned out to be a flawless port with a few new goodies. But take heed, this game doesn't play too well with the Sega controller."

	ANDY	PAUL	REINER
Concept:	7	6	8.5
Graphics:	8	7.75	9
Sound:	7	7.25	7.75
Playability:	9	8	8
Entertainment:	8.5	4	8.25
Overall:	8	6.5	8.25

Seven of the mightiest heroes from the Marvel universe have assembled to combat eight of Capcom's bravest video game champions. It's obvious that none of the warriors from the Capcom team could ever scratch the nigh-invulnerable Hulk, but hey, this is a fantasy match! So let's pretend that the Hulk is an average Joe, and not an unstoppable freight train that would pop Ryu's head like a pimple.

Hulk aside, the Dreamcast version is a flawless arcade translation with seamless animation, in-your-face effects, and lightning-quick gameplay. A host of new features have been added to the fray, and now, four players can battle it out simultaneously in a true-to-life tag team match. This mode will turn friends against one another and tear families apart. Just think of the battles! Mom and dad versus you and the Hulk! The prize? The deed to the house. Who will win...?

Marvel Vs. Capcom is without a doubt the flashiest fighter Capcom has ever constructed. Almost every second is electrified with huge explosions, intense animation, and crowds of warriors clamoring for the spotlight. Dreamcast already has a ton of fighters, but none of them deliver insane gameplay quite like this 2D juggernaut.



Dreamcast Review

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** Place Bets on Races; Use Money To Upgrade Vehicle; Nitro Boost; Two-Player Split Screen; 12 Tracks; VMU, Steering Wheel, & Jump Pack Compatible
- **Replay Value:** Moderate
- **Created by:** Ubi Soft Entertainment
- **Available:** Now for Dreamcast

Bottom Line: 7.25



Andy, The Game Hombre

"Speed Devils isn't exactly mind-blowing, but it does offer a decent racing experience. The Championship mode puts up a modest challenge that can easily keep you busy for a couple of days. Out of the car racers at launch, Speed Devils leads the pack."

Paul, The Game Professor

"With some long courses and a nice selection of cars, Speed Devils turned out to be fairly enjoyable. The car physics aren't the greatest, but the insanity that surrounds many of the races should please a lot of racing fans."

Jay, The Gonzo Gamer

"Do you like just driving around looking at scenery? Well then, Speed Devils is the game for you. There's plenty of to see, but not much happening in the area of challenge. A true triumph of humdrum gameplay overpowering spectacular graphics."

	ANDY	PAUL	JAY
Concept:	7	7.5	6
Graphics:	8	8.75	8.5
Sound:	7	8.25	7.5
Playability:	7.5	7.5	5
Entertainment:	7	8	6
Overall:	7.25	8	6.5

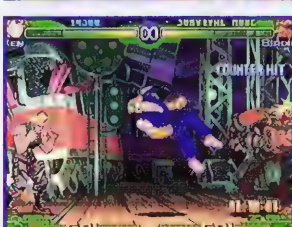
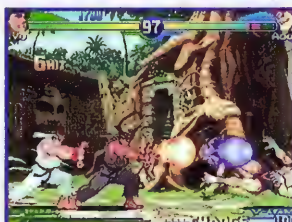
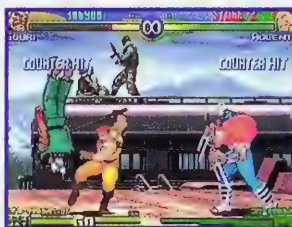
Dreamcast Preview

- **Size:** 1 GD-ROM
- **Style:** 1 to 3-Player Fighting
- **Special Features:** Network, Survival, Final Battle Dramatic, & World Tour Modes; 33 Characters; 3 Different Isms; Non-Existent Load Times; VMU & Jump Pack Compatible
- **Created by:** Capcom
- **Available:** October for Dreamcast

90% Complete



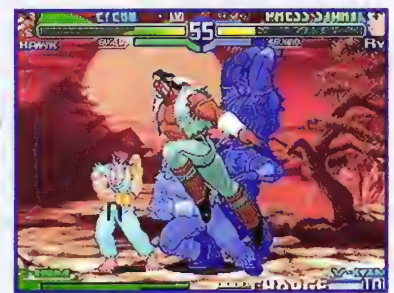
Adding to Perfection



When Street Fighter Alpha 3 debuted on PlayStation, gamers were greeted by a host of new options previously not available in the original stand-up unit. To put it mildly, we were blown away by Capcom's phenomenal port. Now, Alpha 3 is moving on up to the Dreamcast. Instead of simply porting the PlayStation version into an update, if you thought the PlayStation version was a rockin' good time, then wait until you see the enhancements Capcom has incorporated into its Sega offering.

Right off the bat, you'll notice that Capcom used the power of Dreamcast to its benefit. The obnoxious load times have been reduced into two-second blips, and the gameplay speed has been enhanced to mimic the quickness of the arcade version. The Dreamcast version of Alpha 3 will also be the first Street Fighter game with 3-player support. That's right, three completely different characters can be selected and controlled by a human character for the explosive two-on-one matches.

As if this wasn't enough, Capcom has also rewritten the World Tour mode. All of the stages are different, and experience can now be accumulated in attack, defense, special, gauge, and stamina categories.



Dreamcast Preview

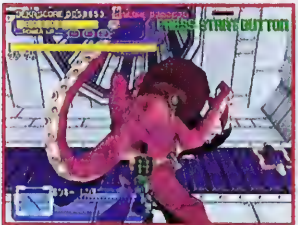
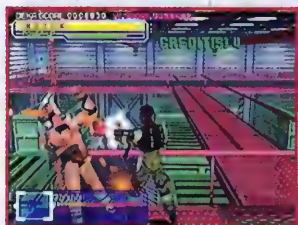
- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** 3 Playable Characters; 3 Missions; Interactive Environments; Weapons; Hand-To-Hand Combat; Grapple Moves; VMU & Jump Pack Compatible
- **Created by:** AM1/Sega
- **Available:** November for Dreamcast



90% Complete



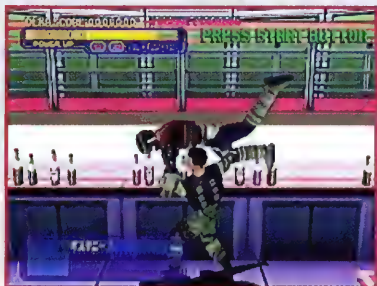
Last Action Heroes



Dynamite Deku made its Stateside debut under the guise of Die Hard Arcade. In November, Sega will bring the sequel, Dynamite Deku 2, to the Dreamcast. This time around, John McClane and the wacky Die Hard story are not a part of the action. Yippi-ki-NAY! In John's place is a dynamic squad of relentless heroes who each bear the rank of Dynamite Cop.

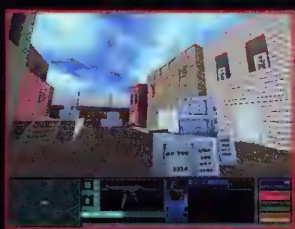
Die Hard Arcade featured two playable characters; Bruce and some good lookin' broad. Dynamite Cop features three: Bruno Delinger, Jean Ivy, and Eddie Brown. All three of these characters can perform a number of different moves. Dynamite Cop also features three different missions, all of which intersect and lead to the same objective. Just like Streets of Rage and Double Dragon, this game is all about beating the tar out of as many baddies possible before your life bar depletes. To accomplish this feat, a sophisticated hand-to-hand combat system delivers countless jaw-shattering hits. This brawler also features grapple moves that can unleash wrestling-like drops and one-two combos.

If you have an uncontrollable urge to kick stuff or always dreamt of breaking every object on a barge, then save your pennies for this one!



Dreamcast Preview

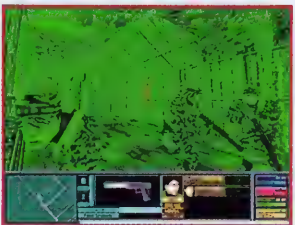
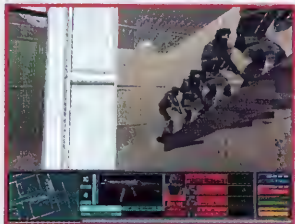
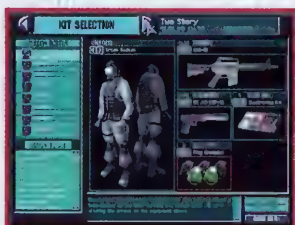
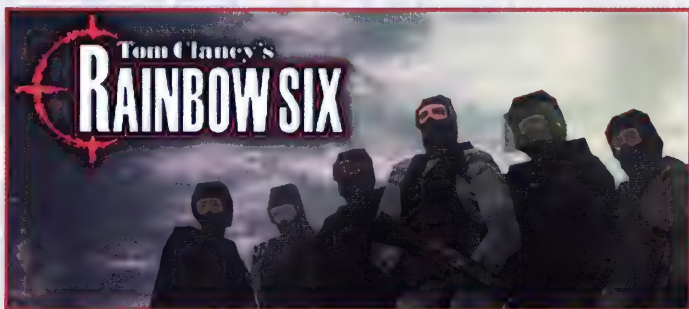
- **Size:** 1 GD-ROM
- **Style:** 1-Player Action/Strategy
- **Special Features:** 22 Unique Missions; Based on Tom Clancy's Book of the Same Name; VMU Compatible; Real Weapons & Ordnance; Strategic Planning Sessions; Stealth
- **Created by:** Redstorm/Morning Star for Pipe Dream Interactive
- **Available:** Now for Dreamcast



75% Complete



Wipe Out Terrorist Scum



Rainbow Six, the video game rendition of Tom Clancy's novel of the same name, first came to life on the PC in the fall of 1998. Now, with the help of newly formed publisher Pipe Dream Interactive (a division of Majesco), Rainbow Six will make its way to the Dreamcast, hopefully in time for launch. Filled with all the missions from the original as well as five from the Eagle Watch mission pack, Rainbow Six offers plenty of counter-terrorist action.

The game puts you in tactical command of a group of highly-trained operatives, with the goal of ending terrorist activities at various locations around the globe. Before you launch into each mission, you must select your roster based on the skills that each commando brings to the table. Then you must plan your assault, paying special attention to the terrorist's strengths, armament, and location.

When everything is in place and you arm your team with real weapons and ordnance, you can either watch your commandos do their work, or take over, à la Quake, and do the dirty work yourself. The PC version got mixed reviews, but it's a cool concept so let's hope the Dreamcast version pans out.



Nintendo 64

Review

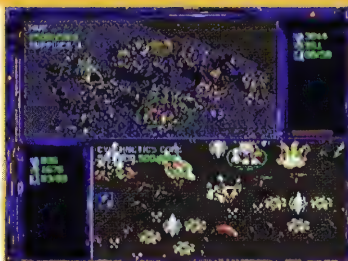
- **Size:** 256 Megabit
- **Style:** 1 or 2-Player Strategy
- **Special Features:** 2-Player Split-Screen; Play as the Terran, Zerg, or Protoss Race; All the Original Missions Plus Some From Brood War; Upgradable Units
- **Replay Value:** Moderate
- **Created by:** Blizzard/Mass Media for Nintendo
- **Available:** October 25 for Nintendo 64

Concept:	8.5
Graphics:	8
Sound:	7
Playability:	7
Entertainment:	9

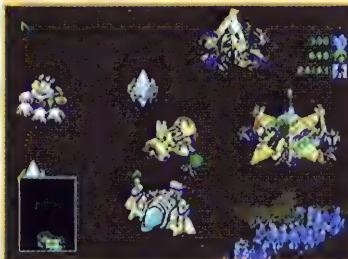
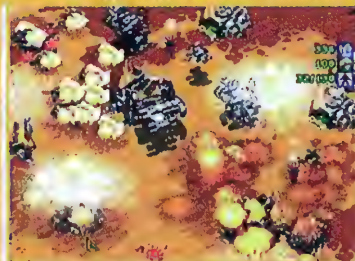
Bottom Line: **8**

StarCraft

Blizzard's StarCraft is a classic on the PC. And while many of the things that make StarCraft so great – like upgradable units and the ability to play as three different races – are present in this conversion, the game doesn't quite deliver the same experience. Due to Nintendo's limited space, all the movies and most of the voice-overs have been removed. Which basically removes most of the personality from StarCraft. Also, without the use of a keyboard, controlling the units is somewhat clumsy. That is, if you can tell which unit is which, since the resolution is questionable. Luckily, StarCraft is such a great game that even in this reworked version, its addicting gameplay shines through. With three different races to play and with different attributes, abilities, technologies, and units to master, StarCraft is a winner anyway you can get it.



by Andy, The Game Haven!



Nintendo 64

Review

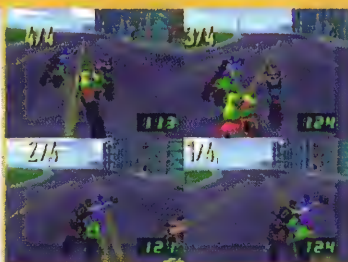
- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Racing/Action
- **Special Features:** 200 Square Miles of Terrain; 25 Bikes & Characters; 5 Multiplayer Modes; New Weapons & Power-Ups; Get Drafted by Motorcycle Clubs; The Fuzz
- **Replay Value:** Moderately High
- **Available:** Now for Nintendo 64

Concept:	7
Graphics:	7.5
Sound:	8.5
Playability:	8.5
Entertainment:	8

Bottom Line: **8**

Road Rash 64

The Road Rash series recalls a time when motorcycle riders were the outlaws of society. Of course, now most bikers are sissy-neck yuppies who ride their Hondas wearing tennies and J Crew shorts. Weekend warriors should beware of Road Rash 64's bone-crushing action. The developers haven't toyed with Road Rash's successful formula, just added a few new weapons and a great 4-player mode, a first for the Road Rash series. They also got the physics and control right, a complaint some had with the last PS-X Road Rash. Even as you're duking it out at well over 100 mph, your bike sticks to turns like thighs to a hot vinyl car seat. While some might say that this franchise is played out, the four-player mode adds a whole new dimension to the game, making it a good buy even if you've played the others to death. Even after all these years, Road Rash still delivers over-the-top motorcycle mayhem in spades. Nintendo 64 owners who, except for Vigilante 8, have suffered from a lack of auto combat games should definitely pick up this solid title.



by Matt, The Original Gamer



PlayStation

Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** Tutorial Mode; Realistic Physics; Training Style Missions; Stunt Mode; Sarcastic Commentary; Dual Shock Analog Required
- **Replay Value:** Moderate
- **Created by:** Shiny Entertainment for Titus Interactive
- **Available:** Now for PlayStation

Concept:	8
Graphics:	7
Sound:	6
Playability:	6.5
Entertainment:	7

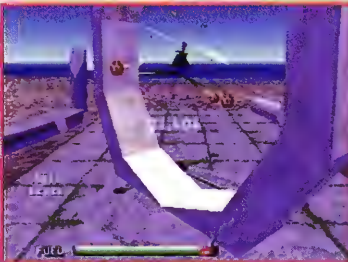
Bottom Line: **7**

R/C Stunt Copter

R/C Stunt Copter allows you the thrill of piloting a radio-controlled copter without shelling out hundreds of ducats on a high-priced toy that you'll probably crash in a matter of minutes anyway. Shiny has designed this game to be what they term a "toy simulator." A Dual Shock that utilizes two analog sticks is required, due to its resemblance to an R/C controller. A lot of work has gone into making this game as realistic as possible, so don't expect to pick it up and start doing barrel rolls right off. The Tutorial mode is definitely a must, as it takes quite a while to get a feel for the controls. Once you do get a handle on the controls though, this game can get quite addictive, sending you on numerous objective-based missions to unlock new levels and copters. Expert pilots can get busy in Stunt mode, in which lunatic maneuvers are rewarded with big points. However, R/C Stunt Copter's high learning curve may ultimately frustrate, especially when the namby-pamby announcer pipes in with some snide comment about how much you suck.



by Matt, The Original Gamer



by Andy, The Game Hombro

Championship Motocross

PlayStation



If you're a Ricky Carmichael fan, then you are going to buy this game no matter what I say, but I'm going to give it to you from the hip anyway. First off, Jeremy McGrath is better. Second, this game, like every other motocross/supercross game before it (save Moto Racer & Excitebike), is just not that great a racing game. I'm a NASCAR fan, so I know how racing fans have to protect their sport and the games that go along with them; but you have to believe me on this one – the game stinks. I will admit that the graphics are pretty nice, especially that cool dirt effect, but it's not enough to save the sloppy racing. Also check out the other manufacturers – Hamaya, Zukuzi – gee, I wonder who they are? And if the gameplay wasn't enough to scare you, Vanilla Ice has an updated, Korn-ized version of Ice Ice Baby called Too Cold on this game. Rrrreeetch!!!

Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2 Player Racing
- **Special Features:** 9 Customizable Dirt Bikes; 12 Tracks; Soundtrack by Vanilla Ice, Godsmack, 2 Skinnie Js, & Guttermouth; Dual Shock & Analog Compatible
- **Replay Value:** Moderate
- **Created by:** Funcom for THQ
- **Available:** Now for PlayStation

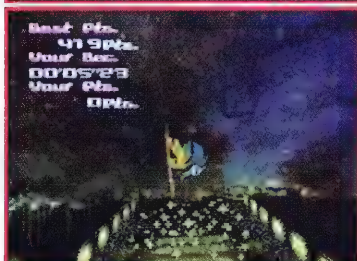
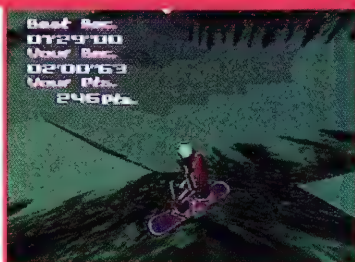
Concept:	7
Graphics:	8.5
Sound:	7.75
Playability:	7
Entertainment:	4

Bottom Line: 6.75

by Jay, The Gonzo Gamer

Trick'N Snowboarder

PlayStation



A bitter old guy is putting together a team of snowboarders who can perform in front of cameras so he can make some cash. This noble endeavor is the driving force in Trick'N Snowboarder – that and the invisible wall that constantly pushes you forward no matter which way your board is facing. Not that I expected realistic physics, mind you. After all, the title of this so-called game implies that the player should be doing tricks. Ah yes, the tricks. Allow me to summarize them: grab, flip, and turn. You can combine these in any fashion you see fit, but don't worry too much about perfection because you can still collect points for landing wrong, even if you hit the ground flat on your back. This game's only claim to fame is that Claire, Leon, and the Zombie Cop from Resident Evil 2 are hidden characters, but if you buy Trick'N Snowboarder to see that, then the marketing executives at Capcom deserve a pat on the back for Trick'N you out of 40 bucks.

Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2 Player Sports
- **Special Features:** 10 International Courses; Scenario, Free, & Vs. Modes; Replay, Player, & Logo Edit; Leon, Claire, & The Zombie Cop From RE2 Are Hidden Characters; Dual Shock & Analog Compatible
- **Replay Value:** Moderately Low
- **Created by:** Capcom
- **Available:** November for PlayStation

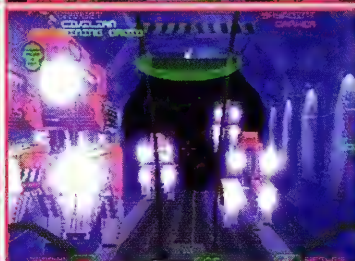
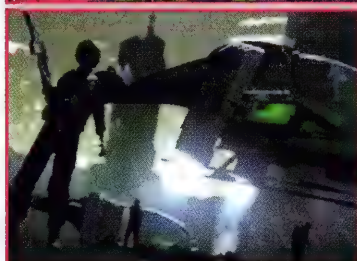
Concept:	4
Graphics:	6
Sound:	3
Playability:	4
Entertainment:	4

Bottom Line: 4.25

by Reiner, The Raging Gamer

G-Police: Weapons of Justice

PlayStation



In many ways, G-Police: Weapons of Justice is a triumph over the original. Psygnosis has incorporated twice as many vehicles and a heap of new weapons into the mix, and the flashy geodesic domes and detailed cityscapes have returned and are accompanied by impressive effects and stylish vehicle designs. The difficulty is now more friendly and the enemy AI has also been enhanced. Unfortunately, the biggest gripe with the first game remains a nuisance. There is still way too much background pop – so much that the play throws the player through aggravating moments of disorientation. Psygnosis tried to mend this wound by implementing green wireframe outlines of the objects before they pop into place. This is a noble gesture that helps a tad, but come on! We ditched the wireframe crap in the 80s! Psygnosis' vision was too broad here, and the PlayStation couldn't handle the overall design. The PlayStation really needs more games like this. It's a shame this one sucks.

Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** 4 Playable Vehicles; 25 Weapons; 23 Enemy Craft; 20 Missions; Tons of Background Pop; Green Wireframes; Analog & Dual Shock Compatible
- **Replay Value:** Low
- **Created by:** Psygnosis Stroud Studio
- **Available:** Now for PlayStation

Concept:	6
Graphics:	5.25
Sound:	6.5
Playability:	2.5
Entertainment:	4

Bottom Line: 4.75

PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 to 8-Player Sports
- **Special Features:** Career Mode With Blue Chip Recruiting; Create-A-Player; Custom Playbooks; Commentary by Keith Jackson; Dual Shock & Analog Compatible
- **Replay Value:** Moderate
- **Created by:** Red Zone for 989 Sports
- **Available:** Now for PlayStation

Concept:	7
Graphics:	8.5
Sound:	7
Playability:	9.75
Entertainment:	6

Bottom Line: 7.5

NCAA Gamebreaker 2000

by Paul, The Game Professor

Without a doubt, GameBreaker looks a heck of a lot better than its counterpart from EA Sports. Even so, there are instances when the game has too much going onscreen and the engine bogs down. Playing GameBreaker is fairly enjoyable, but it's exactly like GameDay. The same gripes I have with last year's GameDay (repetitive commentary and horrible pass-catch mechanics) are present in GameBreaker. 989 still insists on only letting you play one team for a season, but it is nice that they let you switch teams in Career mode. The best thing about GameBreaker is the two-player battle. Unfortunately, you'll have to turn off penalties or become enraged at all the interference calls – always on the defense. If you are torn between which game to get, go with the other college game.



PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** 10 Playable Characters; Story, Survival, & Practice Modes; Projectile Attacks & Animation-Heavy Special Moves
- **Replay Value:** Moderate
- **Created by:** Yuke's/Blue Sky Software for Titus
- **Available:** Now for PlayStation

Concept:	4
Graphics:	7
Sound:	5
Playability:	9.25
Entertainment:	4.25

Bottom Line: 5

Evil Zone

by Ryan, The Ragin' Gamer

Instead of being convicted for the brutal killing of Superman, Titus Software is still running amok in the video game industry. With no hot properties to mutilate or super heroes to kill, Titus opted to import a Japanese fighter by the name of Evil Zone. Unlike Titus' previous games, this one is actually somewhat amusing; but then again, it was originally developed by Japanese sensation, Yuke's Media Creations. With only one attack button in its arsenal, Evil Zone's gameplay is obscurely sculpted. Instead of combos or extensive special attack usage, Evil Zone pushes the player to make use of long range projectiles and range-based attacks. The computer competition is actually quite ferocious and the play is moderately balanced. Most fighters will despise Evil Zone's simplicity, and surely everyone will find the translation and story horrid; but if you have a friend around or nothing else to play, don't be afraid to rent this game for a night.



PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 to 8-Player Sports
- **Special Features:** 140 Division 1-A & 1-AA Teams; 80 Historical Teams; Play Editor; Dynasty Mode; Team-Specific & Custom Playbooks; 23 Bowl Games; Create Player & School; Dual Shock & Analog Compatible
- **Replay Value:** Moderate
- **Created by:** Tiburon for EA Sports
- **Available:** Now for PlayStation

Concept:	8
Graphics:	8.25
Sound:	8
Playability:	8.75
Entertainment:	7.5

Bottom Line: 8

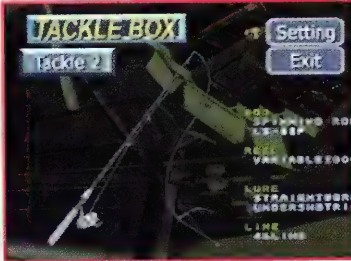
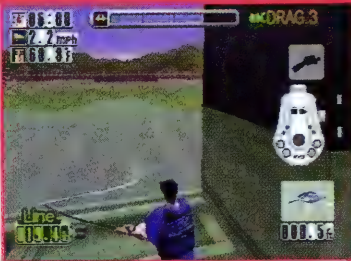
NCAA Football 2000

by Paul, The Game Professor

The college game has always been a step behind the pros (Madden) in terms of graphics, gameplay speed, and features. This holds true with this year's version and rightfully so. College football is never as flashy or as fast as the NFL. This is pretty evident in NCAA's passing game. The QBs don't quite have the arms and passes don't zip to the receivers like in Madden. Likewise, it seems like the computer players are a little dumber. Don't get me wrong, there are many great features including a ton of teams, authentic stadiums, and the fantastic Dynasty mode. Plus, creating Game Informer Tech as the new Big Ten powerhouse is pretty entertaining. (I just wish McNamara could catch a friggin' pass.) If you've enjoyed EA's past efforts, you'll definitely enjoy the update.



by Matt, The Original Gamer



Bass Landing

Sega Bass Fishing for Dreamcast makes angling fun with easy, arcade-style gameplay. On the other hand, Bass Landing, which comes packed with Agatec's rod and reel controller for around 50 dollars, forgoes flash in favor of true-to-life simulation. Bass Landing has a huge front end. There are 10 different lakes with completely open environments. Climate conditions are selectable, with eight different factors, from water temp to yesterday's weather. The boat is equipped with a fish finder, which will come in handy, as Bass Landing is very difficult. This game was designed as a fishing sim, so don't expect to catch a ton of fish your first time out. In fact, this game might be a little too realistic. Hardcore fishing fans will appreciate the depth and realism of Bass Landing. Its slow pace and underwhelming graphics, especially the lack of an underwater view, will soon frustrate the average gamer.

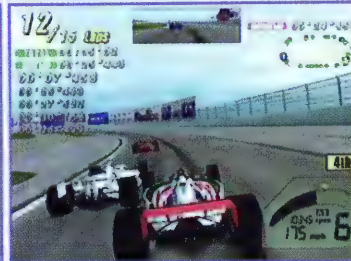
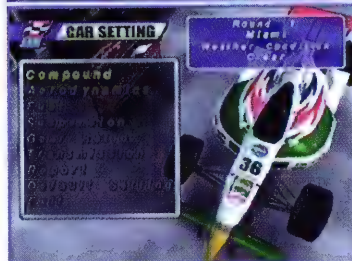
PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Sports
- **Special Features:** Multiple Lakes; Custom Weather Conditions; Tackle Box; Tutorial Mode; Fish Finder; 10 Different Rod/Reel Combinations; Packed With Rod & Reel Controller
- **Replay Value:** Moderate
- **Created by:** ASCII for Agatec
- **Available:** Now for PlayStation

Concept:	8.5
Graphics:	6
Sound:	5
Playability:	7
Entertainment:	7.5

Bottom Line: **7**

by Andy, The Game Hombre



Flag to Flag

Not only does Flag to Flag racing disappoint, it is so poor that I would have to say that even CART fans should skip this one. On the plus side, Flag to Flag does have all the racers from last year's season (including Alex Zanardi), and nice models of the 19 tracks from around the world, but the list ends there. With only two play modes, Arcade and Championship, and not many options or extras, Flag to Flag doesn't deliver much as far as play value. Arcade mode is easy, and the Championship mode isn't any more difficult unless you go to the hardest setting (which just isn't fun). If you must play this game, I highly advise a steering wheel controller, as the Dreamcast's analog stick, at least on this game, is cumbersome. However, you should heed my words, and skip this junker.

Dreamcast Review

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** Cart License; Tire Compound, Aerodynamics, Fuel, Suspension, Gear Ratio, & Transmission Car Settings; 3 Difficulties; 4 Weather Settings; VMU Compatible
- **Replay Value:** Moderately Low
- **Created by:** Sega
- **Available:** Now for Dreamcast

Concept:	4
Graphics:	6.75
Sound:	5
Playability:	5
Entertainment:	2

Bottom Line: **4.5**

by Paul, The Game Professor



NFL Blitz 2000

After viewing the versions of Blitz for the PS-X and N64, there is little doubt that this game is head and shoulders above the other two. Like the others, it features expanded playbooks specific to each team, as well as voice-overs and player taunts not present in the arcades. The options and settings are also identical to the other console versions, but the DC version supports VMU with hidden cursor playcalling. What is most impressive is the detail and speed of the graphics. I wouldn't call it arcade-perfect, but it is pretty close. The speedy framerate and graphics make the control feel very tight and incredibly smooth. It would have been nice to see some more individualized stats and a player create in the home version, but otherwise this is a fantastic arcade experience.

Dreamcast Review

- **Size:** 1 GD-ROM
- **Style:** 1 to 4-Player Sports
- **Special Features:** Updated Rosters & Teams; Tournament Mode; Season Mode With Team Stats; VMU Hidden Playcalling; Jump Pack Compatible
- **Replay Value:** High
- **Created by:** Midway
- **Available:** Now for Dreamcast

Concept:	8
Graphics:	9.25
Sound:	9
Playability:	9
Entertainment:	9

Bottom Line: **9**

Dreamcast Review

- **Size:** 1 GD-ROM
- **Style:** 1 to 4-Player Strategy
- **Special Features:** 4-Player Formation Flying; Blue Impulse, Free Flight, & Sky Mission Modes; Over 10 Planes; Replay Save; Sophisticated Controls
- **Replay Value:** Moderately Low
- **Created by:** CRI for Crave Entertainment
- **Available:** Now for Dreamcast

Concept:	7
Graphics:	7.75
Sound:	7
Playability:	7
Entertainment:	6

Bottom Line: **7**

AeroWings

What next, a crop dusting simulation? This has to be one of the most hardcore console simulators ever constructed. The sole purpose in AeroWings is to learn how to fly in formation with the Blue Impulse stunt flying team. If you've ever aspired to fly with the Blue Angels, then here's your chance. Half of this game consists of nothing but excruciatingly difficult training exercises. You'll have to master everything. I mean everything, right down to memorizing the correct pitch and knots for specific rolls and spins. AeroWings also comes equipped with an amusing multiplayer mode where you and three friends can synchronize your own air show. Fans of PilotWings and PC simulators should take a look. Everyone else should avoid it like the plague.



Dreamcast Review

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 4-Wheel Independent Suspension; 17 Courses; 22 Car Field; Arcade, Simulation, & Retro Modes; Tune & Tweak Car Specs; VMU, Jump Pack, & Steering Wheel Compatible
- **Replay Value:** Moderately High
- **Created by:** Ubi Soft
- **Available:** Now for Dreamcast

Concept:	8
Graphics:	7.5
Sound:	7.5
Playability:	7
Entertainment:	5.5

Bottom Line: **7**

Monaco Grand Prix

Ubi Soft's Monaco Grand Prix on Dreamcast still doesn't have the real drivers, but it does feature 17 true-to-life tracks from around the world and tons of play modes including Arcade and Simulation. The environments aren't terribly impressive, but the car physics are amazing, with enough options to turn off and on that you can transform this game into the hardest, most realistic racer you've ever played (even going in a straight line is difficult). As an added bonus, it also includes a Retro mode where you can drive 1950's F-1 cars. Overall, Monaco Grand Prix is a nice package that offers more racing than any other title for the Dreamcast. Unfortunately, there aren't many fans of F1 out there, including myself, so I found the title uninteresting. Even with all its racing prowess, Monaco Grand Prix is only slightly entertaining. F1 fans will love its realism, but I'll take Hydro Thunder any day.



Dreamcast Review

- **Size:** 1 GD-ROM
- **Style:** 1 to 4-Player Racing
- **Special Features:** Dress Up Mode; Multiplayer Mode; 7 Whimsical Characters; 12 Racing Circuits; 3 Racing Styles: Belly, Ice, & Swimming; VMU Compatible
- **Replay Value:** Low
- **Created by:** General Entertainment Co. & Land Ho for Infogrames
- **Available:** Now for Dreamcast

Concept:	3
Graphics:	7
Sound:	3
Playability:	5
Entertainment:	2

Bottom Line: **4**

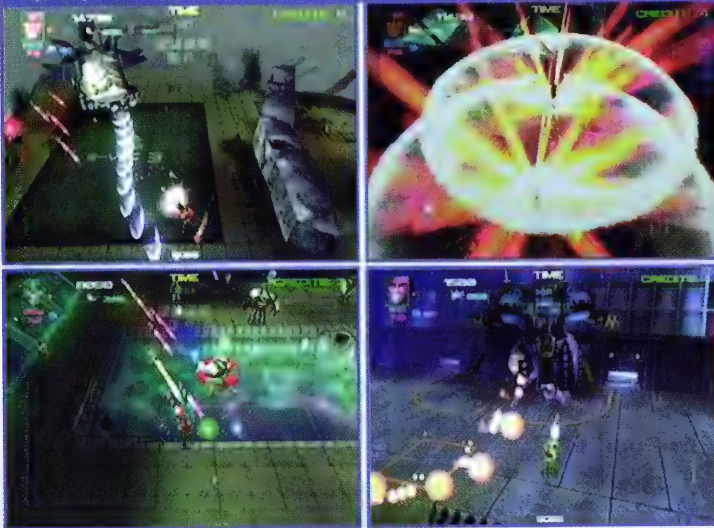
Pen Pen Trilcelon

Good God. I have two words for you: Penguin Racing. Let that sink in for a moment. Now, turn and run as far as you can from this game. Proving that the new era of gaming will always have room for some good old-fashioned suckiness, Pen Pen Trilcelon might win my vote as the worst Dreamcast launch title. This cutesy-poo monstrosity features your choice of seven cartoonishly nauseating puffin-like creatures who slide, swim, and "run" (waddle like drunken toddlers, actually) through 12 tracks. None of these tracks are especially fast or interesting, and even worse, there aren't even 12 of them. They just divide four tracks into three different lengths. The steering control is pretty solid, but to move, you have to keep pressing the A Button to paddle. Imagine racing in a rowboat. Given that this is a Dreamcast game, the graphics are above average, but that's about it. To top it off, the characters spew the most grating gibberish this side of Croc, making me mad enough to march down to Antarctica and club a baby seal.



by Andy, The Game Hombre

Expendable: Millennium Soldier



It would be too easy to say that Expendable's name is self-explanatory, but we at GI strive to give you hard-hitting, insightful reviews. That's why we'll go the extra mile and give you two words to describe this game – Shark Sandwich. For those of you who haven't seen Spinal Tap, I say for shame, but for your benefit I will go into more detail. Expendable is just your everyday shooter, and a mediocre one at that. The lighting effects and explosive extras that are the trademark of Dreamcast games is in full force here. However, with all the explosions onscreen, it is difficult to see your miniscule, expendable marine (hence the name). This makes your job of blasting through the alien hordes all the more difficult, and if that wasn't enough, the control is somewhat archaic as well. Hasn't anyone at Rage played Smash TV? Apparently not, because Expendable only lets you shoot in the direction you're running. Neat. The only time I enjoyed Expendable was when it told me that the game was over.

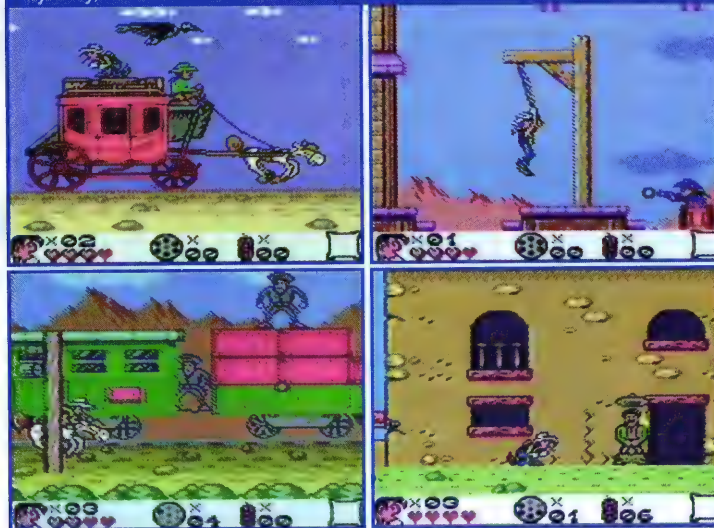
Dreamcast Review

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Action/Shooter
- **Special Features:** 3 Difficulties; Over 20 Levels of Action; 20 Weapons of Destruction; VMU & Jump Pack Compatible
- **Replay Value:** Moderately Low
- **Created by:** Rage for Infogrames
- **Available:** Now for Dreamcast

Concept:	2
Graphics:	6.5
Sound:	6
Playability:	4
Entertainment:	2

Bottom Line: 4

by Andy, The Game Hombre



Lucky Luke

After playing Lucky Luke on PlayStation, I had much to fear from this assignment. So to ensure my full devotion, I took a three-hour plane trip with only Lucky Luke in my bag. Dangerous? Most certainly, but "Danger" is my middle name. After ordering a drink to quench my thirst, I delved into the first couple of levels. As per the video bible, the first level isn't terribly exciting, but I continued on (it is my job, and hey, I was stuck on a plane). But apparently, somebody is looking out for me, as the second level of Luke is pretty cool. There are good platforming elements that had me jumping around on a runaway stagecoach. Then level three throws even more elements into the mix. I quickly found that Luke is no fluke. There's actually some substance here (and I don't think it's the drink talking). It may not be great, but Luke is certainly entertaining. Or maybe...it's just entertaining when you're stuck on a plane.

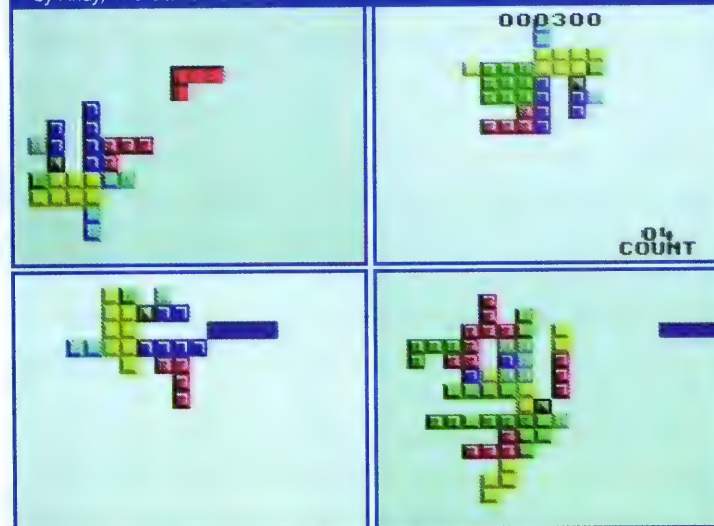
Game Boy Color Review

- **Size:** 8 Megabit
- **Style:** 1-Player Action/Platform
- **Special Features:** 4 Language Settings; Password Save; 3 Difficulties; Music Toggle; Six Shooter & Dynamite; Items To Collect; Bonus Levels
- **Replay Value:** Moderate
- **Created by:** Infogrames
- **Available:** Now for Game Boy Color

Concept:	6
Graphics:	7.75
Sound:	7
Playability:	8
Entertainment:	7.75

Bottom Line: 7.25

by Andy, The Game Hombre



Kluster

Kluster, as you can tell from the pictures, is a Tetris derivative...or rip-off...or whatever you want to call it. But what you don't want to call it is fun. The idea of Kluster is to capture Tetris-esque pieces that float in from all sides onto the center...ah...cluster, creating solid blocks that then disappear. The catch is that you don't move the pieces, but rotate and move the center cluster to accommodate the pieces. While this may sound like an interesting Tetris twist, it is actually quite dull. After suffering through level after level of super-easy gameplay, Kluster rapidly starts to ramp up the difficulty. However, since you can't see what block is coming next, you are basically hoping for the best. And once the cluster gets bigger, forget about it, as it is quite unmanageable. Forget Kluster, play Tetris Attack or Bust-A-Move.

Game Boy Color Review

- **Size:** 2 Megabit
- **Style:** 1 or 2-Player Puzzle
- **Special Features:** 2-Player Via Link Cable; Endurance & Countdown Game Modes; Soundtrack Featuring Home on the Range; 3 Difficulty Levels; 4 or 5 Block Pieces
- **Replay Value:** Moderate
- **Created by:** Rebellion for Infogrames
- **Available:** Now for Game Boy Color (Game Boy)

Concept:	5
Graphics:	6
Sound:	5
Playability:	5
Entertainment:	4

Bottom Line: 5

Neo Geo Pocket Color Review

- **Size:** 8 Megabit
- **Style:** 1-Player Role-Playing Game
- **Special Features:** 4 Races To Choose From; 4 Dungeons To Master; 3 Slot Battery Back-Up; Turn-Based Combat; Appendix Development; 6 Arena Classes
- **Replay Value:** Moderate
- **Created by:** Yumekobo for SNK
- **Available:** Now for Neo Geo Pocket Color

Concept:	9
Graphics:	9
Sound:	8.5
Playability:	9.25
Entertainment:	9.25

Bottom Line: **9**

Bio Motor Unitron

by Andy, The Game Hombre

I've long known that every system needs an RPG, but now I think every system needs a Bio Motor Unitron. Although the name is quite weird, the game is actually a treat. The goal of BMU is to become the Master of Masters Unitron warrior. To accomplish this task, you must don your Unitron bio-mechanical supersuit and battle up through the arena ranks against hundreds of strange creatures from across the land. Between battles you can travel to one of four different mazes to earn experience, uncover items, and most importantly, find materials to build new arms, legs, cores, and backpacks for your Unitron. Sure, you can buy parts at the local store, but the best way to find new and powerful appendages is to build them. If you don't feel like fighting, you can talk to local townsfolk and get tips about uncovering new items. In a way, Bio Motor Unitron is a lot like Pokémon; but instead of collecting monsters, you collect parts. And like Pokémon, Bio Motor Unitron is a blast to play.



Neo Geo Pocket Color Review

- **Size:** 8 Megabit
- **Style:** 1-Player Puzzle (2-Player Via Link)
- **Special Features:** Versus Computer & Exam Modes; 3 Difficulty Levels; Intelligent Computer Opponents; 4 Block Colors; Combo Attacks
- **Replay Value:** Moderately High
- **Created by:** Sega for SNK
- **Available:** Now for Neo Geo Pocket Color

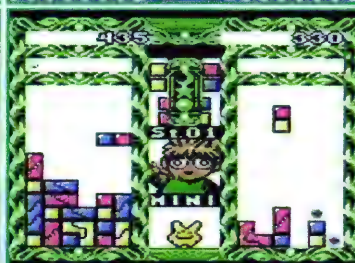
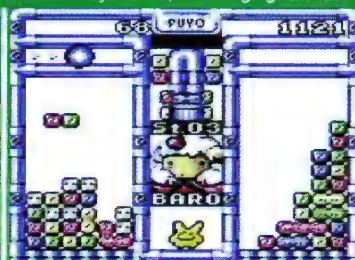
Concept:	6.75
Graphics:	6.75
Sound:	6.5
Playability:	7
Entertainment:	7.5

Bottom Line: **7**

Puyo Pop

by Reiner, The Raging Gamer

You scratch my back and I'll scratch yours. Is it just a coincidence that Sega is developing software for SNK, or do you think the compatibility of Neo Geo Pocket Color with the Dreamcast has anything to do with it? Either way, it's good to see a third-party developer making games for this handheld. Sega's first venture is a throwback to yesteryear. Puyo Pop's puzzling play is identical to that in the Sega Genesis hit, Dr. Robotnik's Mean Bean Machine. The goal is to line up colored blocks to create a chain of four of the same color. When you do this, the opposition gets hit by a gray block. You can also perform avalanche combos to completely obliterate the competition. Puyo Pop's play is smooth and the color, while not eye popping, is sufficient. Also, it's never a problem to differentiate block colors. Just like Tetris, this game is extremely difficult to put down once you start getting in a groove.



Neo Geo Pocket Color Review

- **Size:** 16 Megabit
- **Style:** 1 Player Sports (2-Player Via Link)
- **Special Features:** 4 Difficulties; Course, Character, & Battle Records; Stroke, Handicap, & Triple Crown Modes; 6 Golfers; 3 Courses
- **Replay Value:** High
- **Created by:** SNK
- **Available:** Now for Neo Geo Pocket Color

Concept:	7.75
Graphics:	8
Sound:	8
Playability:	9
Entertainment:	9

Bottom Line: **8.25**

Neo Turf Masters

by Andy, The Game Hombre

Neo Turf Masters, the newest addition to the Neo Geo Pocket Color's sports lineup, is a fun jaunt back to the old days of eight-bit golf. Although somewhat limited in the options and controls department compared to today's high-end gaming systems, Neo Turf has everything you need to get in 18 holes on the go. Neo Turf's three courses – the Fujiyama Oriental Golf Club in Japan, the Grand Canyon Golf Course in the USA, and the Baden National Golf Course in Germany – offer challenging play and some interesting course designs that include drives over parts of the Grand Canyon and giant fountains near Mount Fuji. Link up for two-player, challenge stroke play in one-player, or go for the Triple Crown where you must defeat all three courses in one huge match. Neo Turf doesn't redefine the video golf category, but it does offer hours upon hours of entertaining golf right in the palm of your hand.



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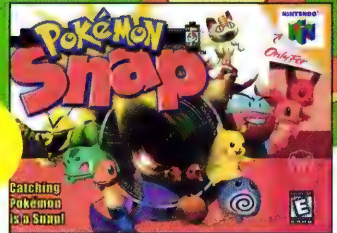
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DESTRUCTION DERBY 64 - NINTENDO 64

CREATED BY: LOOKING GLASS STUDIO FOR THQ
AVAILABLE: NOVEMBER

How do you make smashing cars more entertaining? By adding more options and features. Destruction Derby 64 will allow four players to ricochet among 12 onscreen cars in multiplayer games such as Bomb Tag and Capture the Flag. But if solo play is your style, try finding all of DD64's 24 cars, 12 tracks, and its multitude of track shortcuts.



NBA JAM 2000 - NINTENDO 64

CREATED BY: ACCLAIM
AVAILABLE: NOVEMBER

Acclaim is bringing Jam back to its roots. After releasing a five-on-five game last year, Jam 2000 goes back to a two-on-two slam-a-thon complete with knockdowns and incredible dunks. The simulation fans haven't been forgotten either. Jam will still include the full-blown NBA game with free agency, trades, and playcalling. Look at this as two games in one.



ARMORINES: PROJECT S.W.A.R.M -

NINTENDO 64
CREATED BY: ACCLAIM
AVAILABLE: SPRING 2000

The success of Turok has spawned another first-person adventure based on a semi-popular Valiant comic series. While the comic was overlooked by most, the game will more than likely turn heads. Picture if you will Starship Troopers as a video game. Of course, Denise Richards won't be available for hugs and kisses at the end celebration, but swarms of bugs will. And as they scurry over hills, it's up to you to exterminate them all. While still early in its development, Armorines already shows true signs of greatness.



KNOCKOUT KINGS 2000 - NINTENDO 64

CREATED BY: BLACK OPS FOR EA SPORTS
AVAILABLE: NOVEMBER

Fearing that the younger Nintendo audience would find the deeper simulation elements of Knockout Kings as appealing as drinking a raw egg (a favorite beverage of Rocky Balboa), EA has recast the game as an arcade-oriented fighter. Black Ops spent a lot of time improving the game's control, which makes Knockout Kings more fluid, more responsive, and more entertaining. Judge Mills Lane is on hand to lay down the law in the ring. Blend in power-up Super-Punches and a Create-A-Boxer mode, shake well, and you've got a game that should be as tasty as a Raw Egg Blizzard at Dairy Queen.



EARTHWORM JIM 3D - NINTENDO 64
 CREATED BY: VIS INTERACTIVE FOR ROCKSTAR GAMES
 AVAILABLE: WINTER

After this game's success back in the 16-bit era, the once-prosperous Earthworm Jim license has been festering in a mud puddle after Interplay dropped its plans to make Earthworm Jim 3D. Fortunately, the dandy lads at Rockstar have resurrected Jim, and he has now slithered his way onto the N64. EWJ 3D brings back some old characters like Peter Puppy, Psy-Crow, and Bob, as well as a host of new enemies. This title is going to need a lot of improvement if Jim expects to compete in a crowded N64 action/platform market.



TOY STORY 2 - PLAYSTATION/NINTENDO 64
 CREATED BY: DISNEY INTERACTIVE FOR ACTIVISION
 AVAILABLE: DECEMBER

This holiday season, Buzz and co. will return in the sequel to the groundbreaking animated blockbuster, Toy Story. They will also be making their way back to the N64 and PS-X. Most of the levels are based directly on the upcoming movie, and all your favorite characters are present. The star of this 3D platformer, Buzz, now comes equipped with a functioning wrist laser that has an auto-aim button and a Sniper mode. He can also fly using his jet pack.

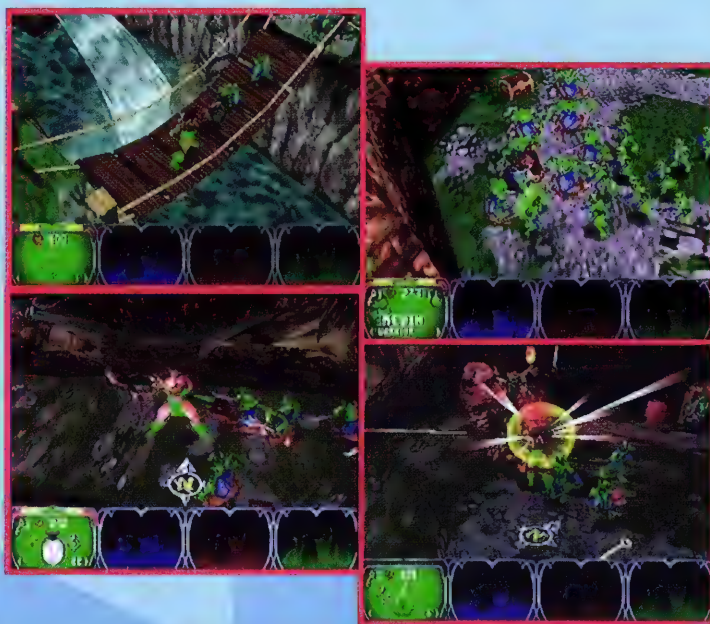
Nintendo 64

PlayStation



GAUNTLET LEGENDS - NINTENDO 64
 CREATED BY: MIDWAY
 AVAILABLE: NOVEMBER

Frenetic action and button mashing find a home on the N64 in the form of Gauntlet Legends. Essentially a port of the arcade hit, Gauntlet Legends does feature two new worlds exclusive to the N64. Initially, there are four types of characters (Wizards, Warriors, Valkyries, and Archers), with five hidden characters available. As always, there are swarms of enemies on each level, making some of the battles look more like a mosh pit than a video game. A host of weapon power-ups and magic are available to aid you in slaughtering the advancing hoards.



CYBERTIGER - PLAYSTATION/NINTENDO 64
 CREATED BY: SAFFIRE CORP. (N64) FOR ELECTRONIC ARTS
 AVAILABLE: OCTOBER (PS-X) AND NOVEMBER (N64)

In interviews, Tiger Woods seems really uncomfortable, like he got double-bogeyed with a nine-iron on a real critical hole. However, his alter-ego, CyberTiger, is as fun as a barrel full of gummy worms. EA looks to cash in on the success of games like Mario Golf and Hot Shots with this farfetched version of golf. CyberTiger has five actual PGA courses, wacky fantasy courses, easy "one-button" gameplay, special ball power-ups, trick shots, and a host of characters to unlock - including a young CyberTiger.

Nintendo 64

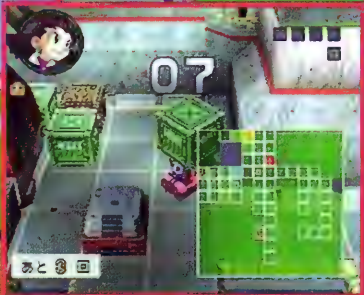
PlayStation



THE MISADVENTURES OF TRON BONNE - PLAYSTATION

CREATED BY: CAPCOM
AVAILABLE: FIRST QUARTER 2000

Get to know the female villain from Mega Man Legends in this entirely new Legends spin-off. Accompanied by her trusty yellow Servebots, Tron Bonne is on the hunt for priceless treasure. Of course, she's not the only one on the prowl, and if Tron thought Mega Man was a nuisance, wait until she runs across her competition! The Misadventures of Tron Bonne is running on the same engine that brought Legends to life, but now the action is spread thick in three different gameplay styles - action, RPG, and puzzle. We loved the goofy humor in Legends, and it appears that this adventure will be just as wild.



SPACE INVADERS - PLAYSTATION

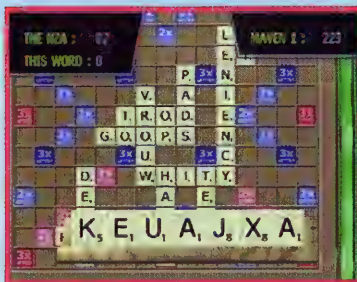
CREATED BY: Z-AXIS FOR ACTIVISION
AVAILABLE: SEPTEMBER 21

Apparently, the game industry will not rest until every last early 80's vid has been revived. Next on the old choppin' block is Space Invaders, another golden oldie from the salad days of the coin-ops. Not much has changed since the days of yore, just a fresh coat of paint, some more sophisticated enemies, and a few new power-ups. The classic gameplay remains unchanged.



SCRABBLE - PLAYSTATION

CREATED BY: RUNE CRAFT FOR HASBRO INTERACTIVE
AVAILABLE: OCTOBER

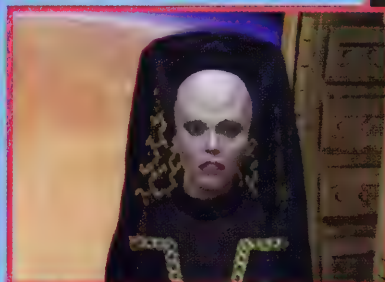


Come face to face with evil - a cold and calculating villain that makes such famous scoundrels as Gannon and Bowser appear as threatening as giggling schoolgirls. Maven 1, the computer opponent from Hasbro's Scrabble, will devastate your fragile ego. Just watch as he racks up Triple Word scores with terms like "VROUW" and "LENIENCY." Then survey your collection of H, J, and X tiles in vain for the letters to spell anything at all. This game is a video version of traditional Scrabble, so fans of the board game might have fun with the multiplayer, but even on Intermediate, the CPU is virtually impossible to beat.

DUNE 2000 - PLAYSTATION

CREATED BY: WESTWOOD
AVAILABLE: OCTOBER 20

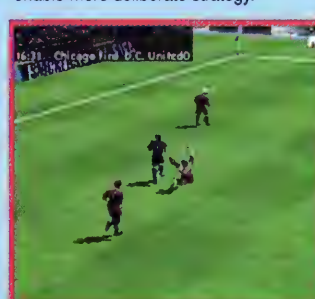
Since the days when Dune: The Battle for Arrakis came out on Genesis console Dune fans have been out of luck. After years of anticipation, the wait is finally over as Westwood is bringing a translation of the PC real-time strategy game, Dune 2000, to the PlayStation this fall. Play as House Atreides, Ordos, or Harkonnen as you try to gain control of the spice. Each faction features nine missions complete with all the cinematics from the PC version. The interface has been reworked to make it more compatible with the PS-X controller, and it also supports the mouse. Dune fans will want to wait in line for this one.



FIFA 2000: MAJOR LEAGUE SOCCER - PLAYSTATION

CREATED BY: EA SPORTS
AVAILABLE: NOVEMBER

Almost anywhere in the world besides the U.S., FIFA is a huge gaming phenomenon, and one of the top-selling games each year. If we Yanks ever get hip to soccer, expect the same to happen on this side of the pond. This year's version features improved player models, with higher polycounts and shadowing; full team rosters for 15 of the world's top soccer leagues; 40 classic teams; multiple Season mode; and new ball shielding ballcontrol to enable more deliberate strategy.



BREATH OF FIRE IV - PLAYSTATION

CREATED BY: CAPCOM
AVAILABLE: UNKNOWN



Capcom is set to launch the fourth chapter in its epic saga, Breath of Fire. The look of the game has changed, featuring larger characters and pastel tones that give it a look similar to the recent Saga Frontiers. While we don't know many details about this game, the character meters that appear on some of the shots seem to indicate changes in the battle system.



FORMULA ONE 99 - PLAYSTATION

CREATED BY: STUDIO 33 FOR PSYGNOSIS
AVAILABLE: NOVEMBER

Christmas is a time of giving, and apparently everyone's giving out racing games. Psygnosis will enter into this Yuletide speed extravaganza with Formula One '99 for PlayStation. F1 99 will naturally have all the drivers, teams, tracks, and regulations of the 99 season. In addition, the entirely new game engine will feature realistic handling, advanced engine sound, and what we all watch racing for - brutal crashes.



MTV SPORTS: SNOWBOARDING - PLAYSTATION

CREATED BY: LOOKING GLASS STUDIOS FOR THQ
AVAILABLE: NOVEMBER

When THQ starts an extreme sports line, it makes sure to do it right. Its first venture, MTV Sports: Snowboarding, will offer 46 unique tricks that can all be combined and linked, seven different boarders, a ton of licensed equipment and clothing, five different events, five different modes, and music from the likes of Ministry and Blink 182.



HOT SHOTS GOLF 2 - PLAYSTATION

CREATED BY: CLAPHANZ LTD. FOR SONY COMPUTER ENTERTAINMENT
AVAILABLE: SPRING 2000

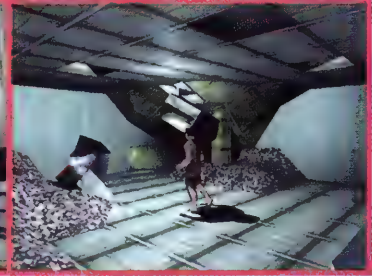
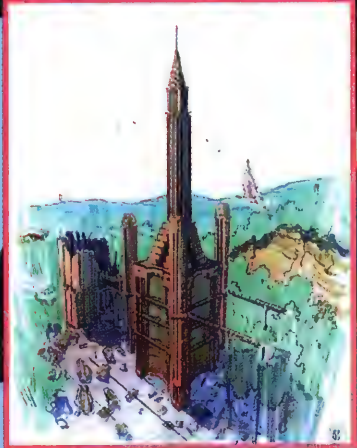
Back in our neighborhood, golf consisted of hitting dead rats into potholes with a stick. But we won't go into those painful memories. Instead, let us focus on the sequel to perhaps the best golf game ever, Hot Shots Golf 2. This year's version features 15 golfers and seven courses. Changes include the absence of the putting grid in favor of a directional arrow, the ability to customize your golf bag, and the addition of automatic tap-ins. ClapHanz Ltd. has replaced Camelot as the developer, but the game appears to be largely the same as last year's.



PLANET OF THE APES - DREAMCAST
 CREATED BY: VISIWARE STUDIOS FOR FOX INTERACTIVE
 AVAILABLE: SECOND QUARTER 2000

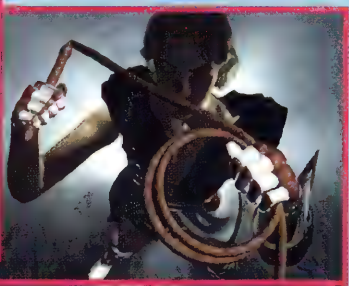


Planet of the Apes without Charlton Heston is hard to accept. But get use to it, bub. The Planet of the Apes video game doesn't follow Heston's character, Taylor. It turns out that another spaceship crash lands on the Planet of the Apes (a.k.a. post-apocalyptic Earth). This time only one human survives. His name is Ulysses, and it will be up to you to guide this lost soul and find answers revealing the truth about these lice-ridden intellectual apes. The game will be a graphically intensive action/adventure with plenty of insane puzzles and a little action on the side.



CROC - DREAMCAST
 CREATED BY: ARGONAUT SOFTWARE FOR FOX INTERACTIVE
 AVAILABLE: SECOND QUARTER 2000

Fox Interactive has just announced that Croc will be coming to the Dreamcast in an entirely new adventure. Yes! Yes!! YES!!! This time around, Croc has to locate his long lost parents. See?!! We're not crazy! Even his parents thought he was too cute to keep! Fox has yet to give this title a catchy name (how about Croc 3?), but apparently development is coming along nicely; and it will feature improved graphics, additional maneuvers, and a host of new monsters. It will also come equipped with 40 levels spread across four different Gobbo villages. Ahhh...Gobbo...soft...fuzzy...squishy...



CASTLEVANIA RESURRECTION - DREAMCAST
 CREATED BY: KONAMI COMPUTER ENTERTAINMENT OF AMERICA
 AVAILABLE: 4TH QUARTER

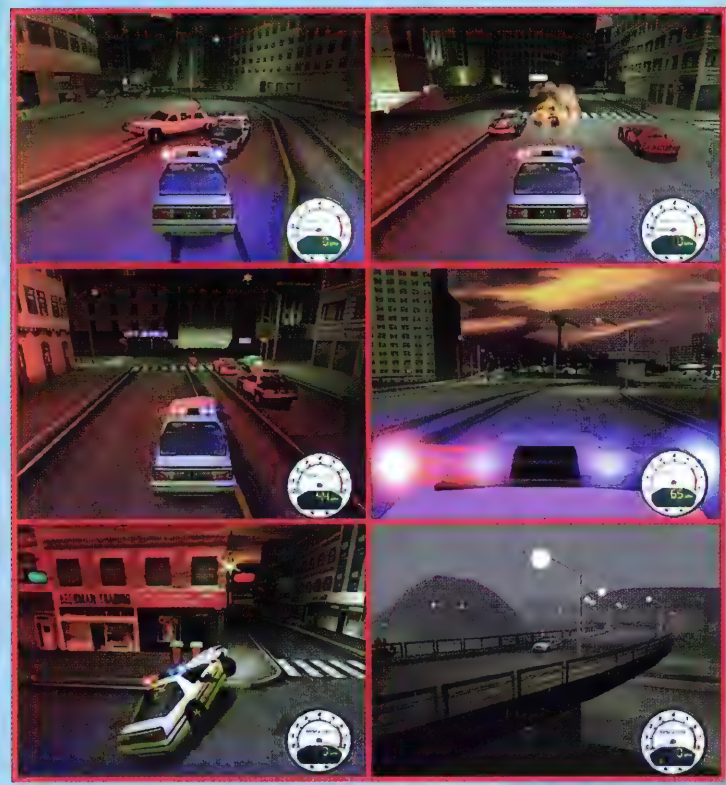
The Dreamcast will hallmark the reemergence of the Belmont clan with Castlevania Resurrection. Of course, their longtime nemesis Dracula will be back, apparently now in league with the Countess of Castlevania. Dracula and his evil minions are once again on a quest to conquer the world. Fortunately, ancestors from the Belmont clan have been resurrected to fight their eternal foes. From the screenshots we've seen, Sonia Belmont appears to play a large role in this chapter of the epic battle.



DEADLY PURSUIT - DREAMCAST

CREATED BY: PERFECT ENTERTAINMENT FOR FOX INTERACTIVE
AVAILABLE: SPRING 2000

Whether you think shows like COPS and LAPD are guilty pleasures or simply fascist propaganda, their popularity is undisputed. Appropriately, Fox is now bringing this phenomenon to the Dreamcast with Deadly Pursuit. DP puts you in the driver's seat of a 5-0 cruiser as you pursue elusive and deadly perps while the TV news crews watch from their helicopters. Of course, on television most of the intoxicated imbeciles they arrest are too drunk to stand, much less lose the fuzz. Hopefully, the criminals in Deadly Pursuit will keep an eye out for po-po and watch for the hook.



NHL 2000 - GAME BOY COLOR

CREATED BY: TIERTEX FOR THQ
AVAILABLE: SEPTEMBER

This is the first hockey game specifically designed for the Game Boy Color, and it is actually a derivation of EA's old Sega Genesis engine. Of course, NHL 2000 has all the NHL teams and includes the top name players. With a Season mode, you can recreate the NHL season anywhere.



STREET FIGHTER ALPHA - GAME BOY COLOR

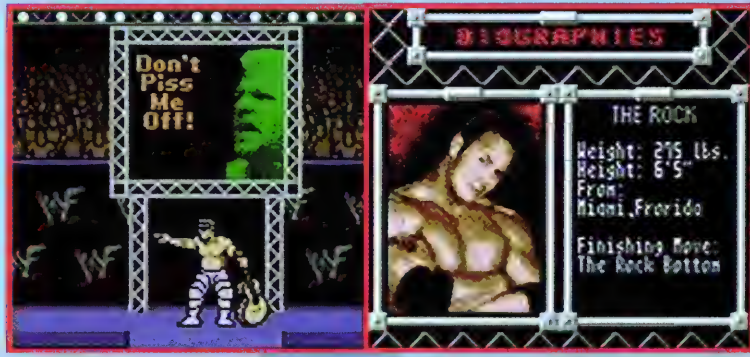
CREATED BY: DIGITAL ECLIPSE FOR CAPCOM
AVAILABLE: FALL

Taking Street Fighter and shrinking it down to the Game Boy is not easy, but Capcom has done it. The only problem is that all the qualities that make this game great are missing in the miniature two-button version. But if you just want to go mano-a-mano with Ryu, Chun-Li, Charlie, Ken, Guy, Birdy, Sodom, Adon, Rose, and Sagat on the Game Boy Color, this is your only option.

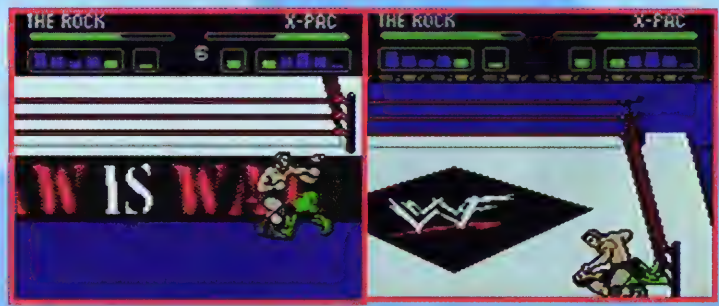


WWF WRESTLEMANIA 2000 - GAME BOY COLOR

CREATED BY: NATSUME FOR THQ
AVAILABLE: DECEMBER



Along with an upcoming N64 version, THQ is also readying a handheld game featuring some of the top names from the WWF. There will be 15 wrestlers including The Rock, Stone Cold, and HHH. There will also be a secret hidden wrestler. Like its N64 counterpart, the playcontrol works off a grapple system, and you'll be required to hit a button and direction to pull off a host of moves. Two players can link two GBCs together to go head-to-head.



1942 - GAME BOY COLOR

CREATED BY: DIGITAL ECLIPSE FOR CAPCOM
AVAILABLE: FALL

This arcade classic from the 80s is actually ported pretty well to the Game Boy Color, just because the method to its madness is so simple. Shoot and flip are your only controls, but in 1942 that translates into hours of fun.



BASS MASTERS CLASSIC - GAME BOY COLOR

CREATED BY: NATSUME FOR THQ
AVAILABLE: DECEMBER

Oh yeah! Going after handheld hawks is perfect for fishermen on the go. Like most fishing games, Bass Masters Classic is all about winning the next big bass tournament. You'll have to be quick, as the fish will briefly flash on the screen, and you have just a split second to set the hook. After fighting the fish to the boat, it's not over yet. You'll have to time your grasp just right to get hold of the fish.



A lot of you are going to be really irritated that we only covered one game in GI PC this month. Know what? I don't care! I just spent a month sleeping in an office to do strategy for a game that doesn't even require a keyboard to play and I'm a little grumpy (not to mention sorely pressed for time). Besides, it's the biggest PC game of the year. Three of us at GI play C&C with a passion and...I don't have time for excuses. On with the game!

9.25 **Command & Conquer: Tiberian Sun** - Westwood Studios

I've been waiting on this game for about four and a half years, ever since the original Command & Conquer featured a trailer of a mecha blowing the crap out of a Hummer. As a "9" game, it's a very rare pleasure to have in the office, but after the wait, it's a little disappointing that it wasn't a 9.75. (10? Ha! Nothing is perfect!)

The Sides

The sides remain the same, but the world has completely changed. GDI and Nod are still arch-enemies, but that mysterious Tiberium has altered the face of the planet. Growing unchecked across the world, it has destroyed food sources, caused millions of deaths, and is responsible for a new third faction, the Forgotten.

These societal outcasts are people who have survived Tiberium poisoning, but have been altered by it. At certain points in the game, both GDI and Nod (mostly GDI) will have access to commando units that consist of these mutant beings. Some have immensely powerful attacks, but they also have useful abilities like hijacking just about any vehicle in the game and using the classic C4 package to destroy buildings. One of the greatest assets of these special units is their ability to be healed by Tiberium rather than harmed by it.

Tactically, GDI and Nod are pretty much placed along the same lines that they were before. GDI has the more directly powerful units, while Nod must rely on its devastating base defenses and sneaky units. By the end of the game, however, Nod will have much more of an edge in air combat than it did before, as it will eventually acquire the most powerful air unit in the game.



Units

The units are everything you would expect from the devious minds of Westwood. GDI gets the straight-forward "blow 'em up" units, while Nod is forced to resort to trickery and sneaky tactics to take down GDI equipment. Most of the units from the original have either been replaced or upgraded in some way.

GDI's tanks have all been replaced by walkers, mecha-like vehicles that stomp around the battlefield creating havoc for the enemy. The strongest of these is called the Mammoth Mk. II. Only one of these devastating monsters can be created at a time, but since it uses duel disrupter cannons it's quite capable of reducing anything to a scrap heap in a matter of seconds. Disrupters are a new weapon in the game. These monsters will destroy a weak to medium armored target in one shot.

GDI continues to use the reliable Orca, but there are now two additional Orca types. Orca Bombers are slower and more heavily armored, but capable of dealing much more serious damage to ground units and structures. The Orca Caryall can be used to pick up and drop vehicles on the battlefield.

Other new GDI units include Medics, Jump Jet Infantry (flying troops), Amphibious APCs, a Disrupter Tank, and the hovering MLRS which is capable of hitting both ground and air targets with its missiles.

Nod's newest and deadliest asset is its tunneling units. We can already hear the multiplayer screams echoing all over the world as people unload Engineers into each other's bases via the Subterranean APC or surprise a new squad of infantry with the burrowing Devil's Tongue Flame Tank. The only defenses against these units are laying down concrete on the ground and GDI's Mobile Sensor Array, which will cause these enemies to appear on the map.

Other Nod units of note include the Stealth Tank from the previous game, a Tick Tank that burrows into the ground in order to become a more heavily armored gun emplacement, and the Banshee, a flying unit developed from alien technology capable of serious destruction. Nod is also capable of building Helpads, allowing them to get their Vulcan cannon assault vehicle without capturing a GDI pad.

Engineers have been returned to their former deadly status. Unlike Red Alert, where Engineers could only capture buildings that had been damaged into the red, Tiberian Sun returns to the old format in which all you need to do to capture a building is walk in with one guy. All praise the return of the coveted APC/Engineer attack.

Base Defenses

The balance remains the same on this front. On the lower levels of defense, Nod's regular laser cannons are a well balanced weapon capable of causing equal death and devastation for vehicles and infantry alike. Nod has kept their deadly Obelisk of Light and it remains capable of wiping out most units with one or two hits. Nod's SAM sites continue to be an obstacle for GDI's Orca attacks.

GDI has three basic defensive weapons that are all mounted on a standard modular tower. Vulcan cannons mow down troops, the RPG launcher is good for vehicles, and the third defensive option launches SAMs at aircraft.

The Game

Westwood has once again pulled off the perfect balance between two very different armies. The action remains straightforward, but gets extremely tactically complicated when attempting to defend against air, subterranean, stealth, and indirect fire attacks all at the same time. This is a very good thing. If you liked C&C Red Alert, but thought it could have been done a little more true-to-form to the original game, Tiberian Sun should be your next PC purchase.



ARCADE BRIGADE



By Beau, The Arcade Assassin
 I can still hear the screams of the poor, desolate souls from the GI office in my sleep. But then I wake up and realize, "Hey, it's not me in there 'til four in the morning," and I settle down to a nice peaceful sleep. I only wish I could have helped poor Reiner; I fear it may already be too late for him. I tried to get him out, but those chains are heavy and even with all the work he did gnawing on them, I was not strong enough. Maybe after the insanity ends, and with proper counseling and a good dentist, he can get back on his feet.

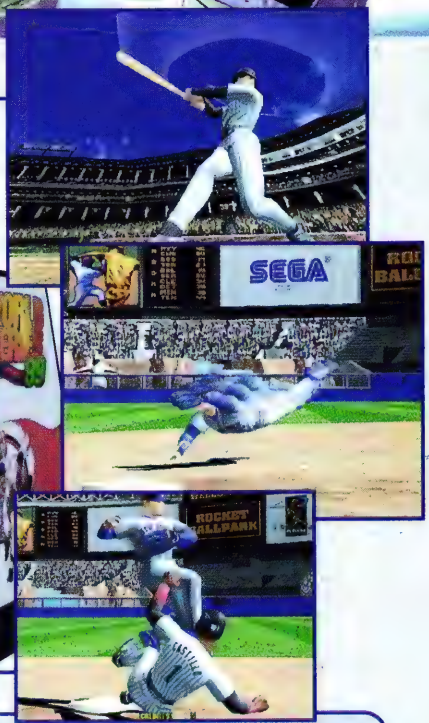


PREVIEW

World Series 99

Architecture: Naomi
Style: 1 or 2-Player Sports
Special Features: Officially Licensed; Specialized Controls; Management Options
Created by: Sega
Available: Now in Arcades

It's been a few years since we have seen a baseball game at the arcades, but now it's coming back – Sega style. World Series 99 has many of the same features now common in most home-system games with a little added flair. The control setup gives you two sticks and two buttons. One stick is used for movement and the other is spring loaded to give you a more life-like control over batting and pitching. There are three detailed stadiums to choose from: two outside and one in a dome. Each of them somewhat represents a familiar Major League ballpark. While you have seen the basic play mechanics before, the graphics look great. The small details that distinguish each player really add a lot to the baseball experience. World Series 99 will most likely be a hit with any fan of the real game.



PREVIEW

Ferrari F355 Challenge

Architecture: Naomi
Style: 1-Player Racing
Special Features: 6 Tracks; 180-Degree View (Creating a More Realistic Windshield); Player Assist Switches (To Help Out the Newbies Unfamiliar With How the Car Handles)
Created by: Sega AM2
Available: Fall

This game may have more bells and whistles than an actual Ferrari. The game itself is encased in a pod with a dynamic series of monitors creating a huge field of view. The controls inside recreate the look and feel of the Ferrari 355 and offer some things not available in AM2's last racing game, Super GT. First, there are a few switches that enable or disable various play mechanics such as stability, traction control, and breaking control. This can help the lightweights who want to experience the thrill of the race without worrying so much about the technical stuff. The six world famous, selectable tracks include Long Beach, Motegi, Monza, Sugo, and two at Suzuka. After finishing a track, you are given a read-out of your performance.



This shows the path you took through the track along with info on rpm, gear selection, and other technical data. This game is sure to be an impressive unit, but the high price tag may limit it to the larger arcades. You might have to travel a little to dig up a ride.



Welcome to Sega 101, where we prepare you for the jobs of tomorrow using the games of today. Today's lesson will involve piloting a Boeing 777 Jumbo Jet. Pay attention and remember tuition is only accepted in tokens. Sega's new Airline Pilots looks to be a technological powerhouse utilizing four Naomi Systems, three monitors, and an advanced control layout. Gameplay consists of piloting your 777 through various flight paths with the assistance of a simulated air-traffic controller. He will let you know if you are flying off course and give advice on any problems you may encounter along the way. The simulated cockpit is very impressive using three monitors to give you a full 180-degree view and a vast array of controls that promises to be very close to the real thing. Although the game looks to be very graphically intense, I still have some doubts as to how much fun it will be to fly from point A to point B without blasting a hoard of aliens or out-manuevering a squadron of enemy Migs. Expect to see this one only at larger arcades, and be sure to top off your flask and grab that picket sign before you go.



PREVIEW

Airline Pilots

Architecture: Naomi
Style: Flight Simulation
Special Features: Multiple Flight Paths; 180-Degree Field of Vision (Created From Three High-Resolution Monitors) in Deluxe Cabinets; Accurate Control Panel Modeled After an Actual Boeing 777 Cockpit
Created by: Sega
Available: Winter



MARVEL VS. CAPCOM

CLASH OF SUPERHEROES

Legend

Note: All directions are given assuming the character is facing right.

- ↑ – Up
- ↖ – Up/Back
- ↗ – Up/Forward
- ↓ – Down
- – Forward
- ↘ – Down/Forward
- ← – Back
- ↙ – Down/Back
- K – Kick
- KK – Any 2 Kicks Simultaneously
- KKK – All 3 Kicks Simultaneously
- P – Punch
- PP – Any 2 Punches Simultaneously

- PPP – All 3 Punches Simultaneously
- LK – Light Kick
- MK – Medium Kick
- HK – Hard Kick
- LP – Light Punch
- MP – Medium Punch
- HP – Hard Punch
- (air) – Move or technique works in the air
- (close) – Standing near opponent
- (charge) – Beginning sequence of the move must be held for 2 seconds
- (blocking) – Move performed while blocking
- (level 2) – Move is performed with power gauge at level 2
- (level 3) – Move is performed with power gauge at level 3

- Basic Moves
- Tag Teammate – RK + HP
- Special Teammate Summon – MK + MP
- Partner Counter – (blocking) ← ↙ ↓ + P or K
- Team Up Combo – (level 2) ↓ ↘ → + HK + HP
- Super Jump – ↓, ↑
- Push – (blocking) PPP
- Dash – → → → or PPP
- Dash Backward – ← ← ← or ← + PPP
- Tech Hit – (while being thrown) ← ↙ ↓
- Recovery Roll – ← ↙ ↓ + P or K (after being knocked down)

****Check out Secret Access for Teammate Select codes.**

Captain America



- Shield Slash – ↓ ↘ → + MP
- Low Shield Slash – ↓ ↘ → + LP
- High Shield Slash – ↓ ↘ → + HP
- Shield Charge – ↓ ↘ → + K
- Stars & Stripes – → ↓ ↘ + P
- Cartwheel – → ↘ ↓ ↙ ← + P

Hyper Combos

- Final Justice – ↓ ↘ → + PP
- Super Stars & Stripes – → ↓ ↘ + PP
- Super Shield Charge – ↓ ↘ → + KK

Gambit



- Kinetic Card – ↓ ↘ → + P
- Trick Card – ↓ ↙ ← + P
- Cajun Slash – → ↓ ↘ + P

- Cajun Strike – (charge) ↓, ↑ + K
- Cajun Escape – (charge) ↓, ↑ + P

Hyper Combos

- Royal Flush – ↓ ↘ → + PP
- Cajun Explosion – ↓ ↘ → + KK or ↓ ↙ ← + KK

Red Venom



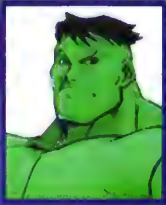
At the Character Select screen highlight Chun-Li, then press Right, Down (x4), Left, Up (x4), Right (x2), Down (x2), Left (x2), Down (x2), Right (x2), Up (x4), Left (x2), Up. This slightly different Venom will appear above Chun-Li.

- Lunge Bite – ↓ ↘ → + P
- Web Throw – → ↓ ↘ ↙ ← + P
- Short Venom Bite – ↓ ↘ → + K

Hyper Combos

- Venom Web – ↓ ↘ → + PP
- Death Bite – ↓ ↘ → + KK

Hulk/ Orange Hulk



- Gamma Wave – ↓ ↘ → + P
- Gamma Tornado – (close) → ↘ ↓ ↙ ← + P
- Gamma Charge – (charge) ←, → + K
- Rising Gamma Charge – (charge) ↓, ↑ + K
- Thunder Slap – (air) HP

Hyper Combos

- Super Gamma Wave – ↓ ↘ → + PP
- Gamma Crush – ↓ ↙ ← + PP
- Gamma Shower – ↓ ↘ → + KK

At the Character Select screen highlight Chun-Li, then press Right (x2), Down (x2), Left (x2), Right (x2), Down (x2), Left (x2), Up (x4), Down (x2), Right (x2), Up (x2), Down (x4), Up (x4), Left, Up. Orange Hulk will appear above Ryu. Orange Hulk's moves are the same as the Hulk's.

Gold War Machine



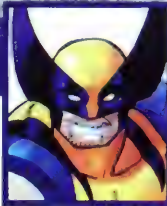
At the Character Select screen highlight Zangief, then press Left (x2), Down (x2), Right (x2), Down (x2), Left (x2), Up (x4), Right (x2), Left (x2), Down (x4), Right (x2), Up (x2), Left (x2), Down (x2), Right (x2), Up (x5). This Iron Man wannabe will appear above Zangief.

- Missile Attack – ↓ ↘ → + P
- Low Missile Attack – ↓ ↘ → + K
- Jet Knee – (air) ↓ + MK

Hyper Combos

- Proton Cannon – ↓ ↘ → + PP
- War Destroyer – ↓ ↘ → + KK

Wolverine



- Berserker Barrage – ↓ ↘ → + P
- Tornado Claw – → ↓ ↘ + P
- Berserker Slash – ↓ ↙ ← + P
- Drill Claw – LK + MK
- Sliding Claw – ↓ + HK
- Head Stomp – (air) ↓ + HK

Hyper Combos

- Berserker Barrage X – ↓ ↘ → + PP
- Fatal Claw – → ↓ ↙ + KK
- Berserker Rage – ↓ ↙ ← + PP
- Weapon X – → ↓ ↘ + PP

Spider-Man



- Web Wad – ↓ ↘ → + P
- Spider Sting – → ↓ ↘ + P
- Web Swing – ↓ ↙ ← + K
- Web Throw – → ↓ ↘ ↙ ← + P

Hyper Combos

- Maximum Spider – ↓ ↘ → + PP
- Ultimate Web Throw – ↓ ↙ ← + PP
- Crawler Carnage – ↓ ↘ → + KK

Venom



- Venom Fang – ↓ ↘ → + P
- Venom Bite – ↓ ↘ → + K
- Web Throw – → ↘ ↓ ↙ ← + P

- Downward Spiral – (air) ↓ ↘ → + P

Hyper Combos

- Venom Web – ↓ ↘ → + PP
- Death Bite – ↓ ↘ → + KK

War Machine



- Shoulder Cannon – ↓ ↘ → + P
- Low Shoulder Cannon – ↓ ↘ → + K
- Repulsor Blast – → ↓ ↘ ↙ ← + P
- Feet Thrusters – → ↙ ← + K
- Air Dash – (air) PPP
- Jet Knee – (air) ↓ + MK

Hyper Combos

- Proton Cannon – ↓ ↘ → + PP
- War Destroyer – ↓ ↘ → + KK

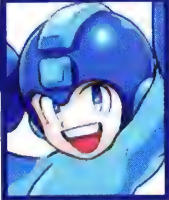
Jin



Typhoon - (charge) ←, → + P
 Dynamite - (charge) ↓, ↑ + P
 Saotome Crusher - → ↓ ↓ ← + K

Hyper Combos
 Blodia Punch - ↓ ↓ ↓ + PP
 Blodia Vulcan - ↓ ↓ ← + PP
 Super Typhoon - ↓ ↓ ↓ + KK

Mega Man



Buster Cannon - HP
 Buster Uppercut - → ↓ ↓ + P
 Item - Leaf Shield - ↓ ↓ ← + HK
 Item - Tornado Hold - ↓ ↓ ← + MK
 Item - Rock Ball - ↓ ↓ ← + LK
 Item Use - ↓ ↓ → + P

Hyper Combos
 Super Mega Man - ↓ ↓ ↓ + PP
 Rush Drill - ↓ ↓ ↓ + KK
 Beat Plane - ↓ ↓ ← + KK

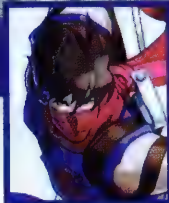
Captain Commando



Captain Fire - ↓ ↓ ↓ + P
 Captain Corridor - ↓ ↓ ← + P
 Captain Kick - ↓ ↓ ← + K
 Hover Strike - ↓ ↓ → + HP
 Mummy Strike - ↓ ↓ ↓ + MP
 Sho Strike - ↓ ↓ ↓ + LK
 Electrical Charge - ↑ + HP
 Ally Throws - (close) → + MP

Hyper Combos
 Captain Sword - ↓ ↓ ↓ + PP
 Captain Storm - ↓ ↓ ↓ + KK

Strider

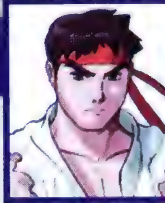


Sword Attack - ↓ ↓ → + P
 Sword Attack - (air) ↓ ↓ → + P or K
 Energy Blade - → ↓ ↓ + P

Low Energy Blade - → ↓ ↓ + K
 Mechanical Tiger - ↓ ↓ ↓ + K
 Bomb Drop - (charge) ←, → + K
 Rotating Satellite - (charge) ←, → + P
 Satellite Fire - (charge) ←, → + P
 Wall Cling - ↓ ↓ ← + P
 Split Image - ↓ ↓ ← + K
 Disappearing Act - ← ↓ ↓ + K or P

Hyper Combos
 Double Trouble - ↓ ↓ ↓ + PP
 Tiger Army - ↓ ↓ ↓ + KK
 Ragnarok - → ↓ ↓ + PP

Ryu



Normal
 Hadou-Ken - ↓ ↓ ↓ + P
 Shouryu-Ken - → ↓ ↓ + P
 Senpuu-Kyaku - ↓ ↓ ← + K
 Sakotsu Wari - → + LP
 Senpuu-Kyaku - → + MK
 Maegeri - ↑ + LK
 Power Maegeri - ↑ + MK
 Mode Change - → ↓ ↓ ↓ ← + P (LP = Ryu, MP = Ken, HP = Akuma)

Hyper Combos
 Super Hadou-Ken - ↓ ↓ ↓ + PP
 Super Senpuu-Kyaku - → ↓ ↓ + KK
 Super Shouryu-Ken - → ↓ ↓ + PP

Ryu-Ken
 Hadou-Ken - ↓ ↓ ↓ + P
 Shouryu-Ken - → ↓ ↓ + P
 Senpuu-Kyaku - ↓ ↓ ← + K
 Overhead Kick - → + MK
 Spin Kick - → + HK

Hyper Combos
 Shoryu-Reppa - ↓ ↓ ↓ + PP
 Super Senpuu-Kyaku - ↓ ↓ ← + KK
 Shinryu-Ken - ↓ ↓ ↓ + KKK

Ryu-Akuma
 Gou Hadou-Ken - ↓ ↓ ↓ + P
 Gou Shouryu-Ken - → ↓ ↓ + P
 Tatsumaki - ↓ ↓ ← + K
 Ashura Senkuu - → ↓ ↓ + KKK or ↓ ↓ ← + PPP
 Tenma Kuujin - ↓ ↓ → + K
 Overhead Chop - → + MP

Hyper Combos
 Messatsu Gou Hadou-Ken - ↓ ↓ ← + PP
 Tenma Gouzan-Kuu - ↓ ↓ → + PPP
 Messatsu Gou Shouryu-Ken - ↓ ↓ → + PP
 Shungoku-Satsu - (level 3) LP, LP, → + LK, FP

Shadow Lady



At the Character Select screen highlight Morrigan, then tap, Up, Right (x2), Down (x4), Left (x2), Up (x4), Right (x2), Left (x2), Down (x2), Right (x2), Up (x2), Right (x2), Up (x2), Left (x2), Down (x5). Shadow Lady will appear directly below Gambit.

Drill - ↓ ↓ ↓ + P
 Electrical Shock - → ↓ ↓ + P (tap P repeatedly)
 Missile Launch - ↓ ↓ → + K
 Sen'en Shuu - → ↓ ↓ ↓ ← + K
 Infinity Kicks - (repeatedly tap) K

Hyper Combos
 Hadou-Ken Blast - ↓ ↓ ↓ + PP
 Missile Shower - ↓ ↓ ↓ + KK
 Final Mission - (level 3) (charge) ←, →, ←, → + KKK

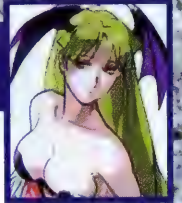
Chun-Li



Kickou-Ken - ← ↓ ↓ ↓ + P
 Energy Burst - → ↓ ↓ + HP
 Sen'en Shuu - → ↓ ↓ ↓ ← + K
 Rising Bird Kick - → ↓ ↓ + K
 Lightning Kick - (repeatedly tap) K

Hyper Combos
 Kickou-Sphere - ↓ ↓ ↓ + PPP
 Senretsui Kyaku - ↓ ↓ ↓ + KKK
 Hazan Kyaku - → ↓ ↓ + KKK
 Senkuu Kyaku - → ↓ ↓ + KKK (air)

Lilith



At the Character Select screen highlight Zangief, then press Left (x2), Down (x2), Right (x2), Up (x2), Down (x4), Left (x2), Up (x4), Right, Left, Down (x4), Right (x2), Up (x4), Left (x2), Down (x4), Right, Down. Lilith will appear below War Machine.

Heart Attack - ↓ ↓ ↓ + P
 Shadow Blade - → ↓ ↓ + P
 Sky Drain - → ↓ ↓ ↓ ← + P
 Drill - (air) ↓ + HK
 Spear Stab - (air) ↓ + MK

Hyper Combos
 Brilliant Shower - ↓ ↓ ↓ + PP
 Soul Sucker - → ↓ ↓ + PP
 Luminous Illusion - ↓ ↓ ↓ + KK

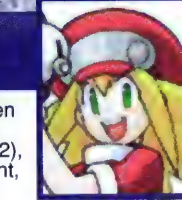
Morrigan



Soul Fist - ↓ ↓ ↓ + P
 Shadow Blade - → ↓ ↓ + P
 Sky Drain - → ↓ ↓ ↓ ← + P
 Drill - (air) ↓ + HK
 Spear Stab - (air) ↓ + MK

Hyper Combos
 Soul Eraser - ↓ ↓ ↓ + PP
 Lilith Blade - → ↓ ↓ + PP
 Darkness - ↓ ↓ ↓ + KK
 Eternal Slumber - (level 3) LP, MK, ← + MP, HK

Roll

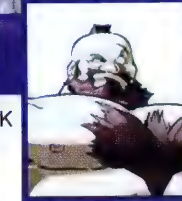


At the Character Select screen highlight Zangief, then press Left (x2), Down (x2), Right (x2), Down (x2), Left (x2), Up, Right, Up (x2), Right (x2). Roll will appear next to Mega Man.

Roll Buster - ↓ ↓ ↓ + P
 Bouquet Bomb - ↓ ↓ ← + P
 Item - Leaf Shield - ↓ ↓ ← + HK
 Item - Tornado Hold - ↓ ↓ ← + MK
 Item - Rock Ball - ↓ ↓ ← + LK
 Use Item - ↓ ↓ → + K

Hyper Combos
 Hyper Roll - ↓ ↓ ↓ + PP
 Rush Plane - ↓ ↓ ↓ + KK
 Rush Drill - ↓ ↓ ↓ + KK

Zangief



Spinning Lariat - PPP or KKK
 Spinning Piledriver - ↑ ↑ ↑ ↓ ↓ + P

Bear Hug - ← ↓ ↓ ↓ + K
 Banishing Flat - → ↓ ↓ + P
 Flying Grab - → ↓ ↓ + K
 Elbow Drop - → + MP
 Knee Plunge - ↓ ↓ + MK
 Swan Dive - ↓ + HP
 Log Toss - → + MP
 Super Zangief - ← ↓ ↓ + LK

Hyper Combos
 Final Atomic Buster - ↑ ↓ ↓ ↓ ↓ + PP
 Ultimate Atomic Buster - ↑ ↓ ↓ ↓ ↓ + PP + KK

Super Zangief
 Siberian Blast - ← ↓ ↓ ↓ + P
 Siberian Blizzard - ↑ ↓ ↓ ↓ ↓ + KKK

READY 2 RUMBLE BOXING

PLAY TO PERFECTION A GAME MONGER'S STRATEGY GUIDE

Legend

Note: All directions are given assuming the character is facing to the right.

- ↑ - Up ↓ - Down
- ← - Back → - Toward
- (close) - Standing near opponent
- (rumble) - Requires Rumble activation

Learning the Ropes

Health Up - Just like Punch Out, when the opposition hits the mat, jam on all the buttons on the Dreamcast controller to gain some extra health.

Gaining Letters - Landing big hits on the opponent rewards the player with special RUMBLE letters. Some moves bring in just one letter. But many of the special moves bring in two, three, maybe even four letters at a time. You'll also receive more letters for hitting the opposition with a full stamina bar (the blue one below health).

Rumble Activation - When the letters RUMBLE appear in the lower corner of the screen, simultaneously press the L + R shoulders to send your boxer into a state of rage. The Rumble ends when the boxer's gloves cease to glow.

Hidden Characters - Until Midway releases the highly desired codes to unlock all of Ready 2 Rumble's secret personalities, you'll have to release all of these bruisers manually. To do this, Belts must be won in the Career mode. When a Belt is gained in Bronze, Silver, and Gold classes, a new character will appear at the Character Select screen in the Career mode. Continue winning in Career mode and you'll also unlock characters for the Arcade mode. You can free every character but one. We haven't seen this mysterious character yet, and there is a chance that the last empty slot in the Career mode may not be a hidden character at all, but rather a mistake by Midway. We believe that if a character does exist, he or she is unlocked through acquiring Champ with every character.

Nigh-Invulnerability - To become nearly invincible, follow this simple technique. Begin the Bronze class with a new character. Before competing in a Title fight, wager everything you have in a Prize fight. After this, enter into another Prize fight and wager everything you have. Repeat this process over and over, then head to training and use all of your cash to train your character in weight lifting. With 100% Strength, you cannot lose. You should have no problem winning all 30 Title fights.

Note: All boxer bios and move names were made up by the GI staff.



Afro Thunder

Hometown: New York City, New York

Age: 21

Weight: 129

Height: 5' 7"

Reach: 70"

Afro Thunder - the man not the myth, king of the ring, knockin' out stiff, small and smooth, makes opponents throw fits. Reportedly the illegitimate son of Ike Turner, Afro learned to throw down on the mean streets of the Queens Bridge Housing Projects in New York City. Before his boxing career, he worked as a bodyguard for Bobby Brown. Overgrown riff-raff giraffes beware: this lil' homie packs a punch.

- Sissy Punch - X
- Groovy Hook - ↓ or ↑ + X
- Uppercut (Left) - ← + X
- In Yo' Face - → + X
- Step Jab - Y
- Uppercut (Right) - ← + Y
- Fro Jab - → + Y
- Low Blow - A
- Fierce Hook - ↓ or ↑ + A
- Hair to Gut - → + A
- Gut Thumper - B
- Belly Button Tap - → + B
- Fro Windup - ↓ or ↑ + B
- Doctor in the House - Y + B
- Modesty Taunt - X + A

Specials

- Uptempo - Tap X repeatedly
- The Supa Stoopid Funky Punch - ←, → + Y

Sucka Punch - ↓, ↓, ↑ + Y (Tap Y for windup)

Rumble Flurry - A + B



Angel "Raging" Rivera

Hometown: Monterrey, Mexico

Age: 23

Weight: 155

Height: 5' 9"

Reach: 71"

Not much is known about Angel, but rumor has it he was raised on a small chicken farm where he acquired his quick reflexes and boxing techniques from chasing a bothersome rooster named Henry. Angel is one of the few boxers in the Ready 2 Rumble league with perfect balance. He has a good reach, and while not the most powerful boxer to fall out of heaven, his lightning-fast footwork makes most of his adversaries swat at air. If Angel thinks about that rooster, then look out! He's on a rampage!

- Smell Da Glove - X
- Neck Snapper - ↑ + X
- Downcast - ↓ + X
- Around the World (Left) - → + X
- Step & Jab - Y
- Repeat Offender - (close) Y
- Ear to Chin - ↑ + Y
- Around the World (Right) - → + Y
- Extendor - ↓ + Y
- Monterrey Power - ← + Y
- Flab Checker (Left) - A
- Mean McSpleen (Left) - ↓ or ↑ + A
- Gut Shot - → + A
- Flab Checker (Right) - B
- Mean McSpleen (Right) - ↓ or ↑ + B
- Over the Belt Boarder - → + B

Yo Esé - X + A

Check Da Machine - Y + B

Specials

- Ghetto Blaster - ←, → + X
- Lowrider - (close) →, ← + B
- Cruisin' - →, ← + B, → + B, A, B
- Salsa - → + A, ←, →, X
- Lambada
- , ← + B, → + B, ←, → + X
- Rumble Flurry - A + B



"Big" Willy Johnson

Hometown: Chester, England

Age: 108

Weight: 175

Height: 5' 10"

Reach: 72"

This English gent has a taste for tea and crumpets, and a habit of handing out haymakers. If you thought all Englishmen were namby-pambies, wait until you get a load of this rakish rascalion. Big Willy, who once worked as a mascot for the Notre Dame Fighting Irish, has a style that harkens back to the days of John L. Sullivan.

- Knuckle Sandwich - X
- Haymaker - ↓ or ↑ + X
- Rising Dragon - → + X
- Maker's Mark - Y
- Jolly Ol' Punch - ↓ or ↑ + Y
- Thunder Thwak - ← + Y
- The Fancy Man's Punch - → + Y
- Jab the Ribber - A
- The Hasty Pudding - ↓ or ↑ + A
- Kidney Killer - → + A
- McGrumpy Stab - B
- The Tasty Pudding - ↓ or ↑ + B
- Overhead Stab - → + B

Show & Tell - X + A
 Nothin' Happening - Y + B

Specials

Clockwork - →, →, ← + X
 Tea & Crumpets - →, → + Y
 Stealing Props - ↑, ↓, ↑ + X
 Old School - ↑, ↓, ↑ + X, A
 Time-Out - ↑, ↓, ↑ + X, X
 Rumble Flurry - A + B



Boris Knokimov

Hometown: Zagreb, Croatia
Age: 30
Weight: 220
Height: 6' 3"
Reach: 73"
 Originally from Croatia, where he worked as a janitor in a meatball canning factory, Knokimov is remote and cool under pressure. Knokimov's hard-charging attitude and athleticism make him an imposing presence in the ring. When he's not knocking out his feeble foes, Knokimov enjoys snacking on pickled herring while playing a relaxing game of lawn darts. Favorite Musical Group: The Scorpions.

Jab - X
 Mighty Hook (Left) - ↓ or ↑ + X
 Iron Uppercut - ← + X
 Sliding Jab - → + X
 From Croatia With Love - Y
 Mighty Hook (Right) - ↓ or ↑ + Y
 Superior - ← + Y
 Moving Bruiser - → + Y
 Zagrev Crusher (Left) - A
 Sweep (Left) - ↓ or ↑ + A
 Evasive Jab - → + A
 Zagrev Crusher (Right) - B
 Sweep (Right) - ↓ or ↑ + B
 Stomach Splatter - → + B
 Game Over - X + A
 No Pain - Y + B

Specials

Justice Axle - ←, → + X
 Reigning Axle - →, ← + Y
 Dividing Shaker - ↑, ↓ + X, Y
 Axle Combo - →, ← + Y, X, X
 Rumble Flurry - A + B
 Delta Axle - (rumble) → + A, Y, X



Bruce Blade

Hometown: San Diego, California
Age: 25
Weight: 243
Height: 6' 5"
Reach: 78"

You won't find a more skilled boxer than Bruce Blade. This guy has it all - range, power, speed. You name it, this guy has it. Most individuals who fight The Blade, find themselves covering in the corner, sucking their thumbs and crying for their mummies. He's a tough fight, but he seems to have a problem with blocking low jabs. Aim for his belt.

The Rock - X
 Long Left - ↓ + X
 Over-Extended Long Left - ↑ + X
 Street Sweeper - → + X
 Jab & Hide - Y
 Nuclear Right - ↑ + Y
 Armageddon - ↓ + Y
 Straight Line - → + Y
 Sit Down - ← + Y
 In Check - A
 Roundhouse (Left) - ↓ or ↑ + A
 Flying Eagle - → + A
 Below the Belt - B
 Roundhouse (Right) - ↓ or ↑ + B
 The Hammer - → + B
 Touch the Weasel - X + A
 Resident Dork - Y + B

Specials

Corkscrew Blade - ←, → + X
 Sit Down - ←, ←, → + Y
 Disrespect - →, →, ← + Y
 Rumble Flurry - A + B



Butcher Brown

Hometown: District of Columbia
Age: 23
Weight: 232
Height: 5' 9"

Reach: 82"

This ornery boxer hails from our nation's capital, Washington, D.C. Butcher's nickname is derived from his childhood job - working at a meat market. Butcher's bruising blows can pulverize an opponent into ground chuck in a matter of seconds. Butcher refuses to speak about his teenage years, when he was reportedly a member of the notorious D.C. street gang, the Gummi Bears.

Lil' Butcher - X
 Ear Mutilator - ↓ or ↑ + X
 Bad Manners - ← + X
 Jump & Jab - → + X
 Tooth Taker - Y
 Small Hook - ↓ or ↑ + Y
 Wind-Up Slam - → + Y
 Brute Disaster - ← + Y
 Stick It - A
 Wild Hook (Left) - ↓ or ↑ + A
 Evasive Jab - → + A
 Machine Jab - B
 Doctor Gut Killa - → + B
 Wild Hook (Right) - ↓ or ↑ + B
 Mo' Money - X + A
 Angry Now - Y + B

Specials

Disaster Blaster - ← + Y, X
 Scrape the Gutter - Y, X, X
 Total Disrespect - ← + X, A, B
 Wild Ride - →, ← + Y
 Rumble Flurry - A + B
 No Turning Back - (rumble) →, ← + Y, X, Y



Damien Black

Hometown: Unknown
Age: 500
Weight: 250
Height: 7' 3"
Reach: 105"

Damien looks as though he could be related to the little girl in The Exorcist. Many have tried to help Damien with his complexion problems, but he doesn't seem to care that his skin is falling off and some of his bones are showing. Damien believes that he is 500 years old, but friends of Mr. Black say that he

developed these delusions of grandeur when he was hit by a laser at a Kiss reunion concert. Damien is the champ of the league and the last fight in the Gold class.

Demon Slayer - X
 Splatter Machine (Left) - ↓ or ↑ + X
 Underworld Uppercut - ← + X
 Extend Man - → + X
 Bone Breaker - Y
 Final Blow - ↑ + Y
 Splatter Machine (Right) - ↓ + Y
 Wind-Up Slam - → + Y
 Growl Uppercut - ← + Y
 Tummy Squisher - A
 Chestal Harassment - ↓ or ↑ + A
 Satan's Fixer - → + A
 Reckless Right - B
 To Hell & Back - ↓ or ↑ + B
 Freakin' Fright - → + B
 Come Here - X + A

Specials

Scorcher - ←, → + Y
 Step In Uppercut - ←, → + X
 Jumping Uppercut - →, ← + X
 Flip Punch - →, → + X
 Double Axe - ↓, ↑ + X or ↑, ↓ + X
 Double Uppercut - ↓, ↑ + Y or ↑, ↓ + X
 Damien Grip - → + X + Y
 Spin Assault - ←, → + A
 Rumble Flurry - A + B



"Furious" Faz Motar

Hometown: Riyadh, Saudi Arabia
Age: 28
Weight: 230
Height: 6' 5"
Reach: 76"

As his career has developed, "Furious" Faz Motar has acquired another nickname, "The Fuzzy Bear." While not the most charismatic boxer to ever grace the microphone, fans have taken a liking to Faz's outrageous moves and dynamite jabs. The Harem Scarem and Whirlwind attacks have landed punches all around the world, and kids have been seen trying to perform these moves on friends in school courtyards.

Jabber Jab - X
 Harem Scarem - ↓ or ↑ + X
 Uppercut - ← + X
 Step & Jab - → + X
 Sir Jabalot - Y
 Right of Agony - ↓ or ↑ + Y
 Head Crusher - ← + Y
 Step & Smack - → + Y
 Jewel Jab - A
 The Scud - ↓ or ↑ + A
 Duck & Fly - → + A
 The Right Stuff - B
 Naval Navigator - ↓, ↑, or → + B
 Feel No Pain - X + A
 Oh Yeah - Y + B

Specials

Cruise Missile - →, → + X, Y
 Urban Attack - Up, Down, Up + X
 Whirlwind - →, →, ← + X
 Oasis - →, →, ← + X, → + Y
 Rumble Flurry - A + B



Jet "Iron" Chin

Hometown: Tapei, Taiwan
Age: 20
Weight: 150
Height: 5' 8"
Reach: 78"

An amateur martial arts champion in his native country of Taiwan, Jet "Iron" Chin first made his way to America when he won the role of Donatello in the traveling Teenage Mutant Ninja Turtle "Turtle Power" Tour revue. Jet's fists of fury dish out enough punishment to turn a mighty oak of a man into chop sticks.

Backhand - X
 Holy Hand Slap - ↓ + X
 Arch Protest - ← + X
 Karate Fury - → + X
 Slap - Y
 Iron Angst - ↓ or ↑ + Y
 Firecracker - ← + Y
 Sacred Slam - → + Y
 Uppercut - (close) → + Y
 Forearm Check - A
 Small Hook - ↓ or ↑ + A
 Step In Jab - → + A
 Taiwan Thunder - B
 Rocket Right - ↓ or ↑ + B
 Iron Strike - → + B

Come Get Some - X + A
 Check It - Y + B

Specials

Giving Order - →, ← + Y
 Arch Nemesis - ← + X, A, B, Y
 Great Fang - ←, → + X
 Rumble Flurry - A + B



Jimmy Blood

Hometown: Oamaru, New Zealand
Age: 23
Weight: 226
Height: 6' 2"
Reach: 87"

Jimmy is one of the toughest boxers you'll ever face. He can take a hit with the best of them, and he absolutely loves to spill his opponent's blood. Many have said that this guy is actually a vampire named Sir Jimmy Alucardi. Others have said that he is Lucifer's long lost brother, Squinty. But then again, Jimmy Blood could be just one sick individual with an exceptional boxing career ahead of him.

Dashing Punch - X
 Leaping Lefty - ↑ + X
 Eyebrow Shuffle - ↓ + X
 Super Uppercut (Left) - → + X
 The Eradicator - Y
 Glove Eater - ↑ + Y
 Chin Music - ↓ + Y
 Super Uppercut (Left) - → + X
 The Bruiser - ← + X
 Nut Soccer - A
 Full On (Left) - ↑ or ↓ + A
 Streaking Jab - → + A
 Blistering Bliss - B
 Full On (Right) - ↑ or ↓ + B
 Devil Punch - → + A
 Ahh!!! - X + A
 Constipator - Y + B

Specials

Blood Rush - ←, ←, → + Y
 Blood Shot - →, ← + B
 Splatter Punch - →, → + X
 Rumble Flurry - A + B



Kemo Claw

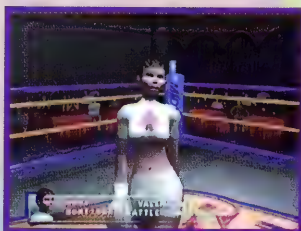
Hometown: Gallup, New Mexico
Age: 34
Weight: 120
Height: 7' 1"
Reach: 99"

Perhaps the strangest of all the boxers in Ready 2 Rumble, Kemo resembles a punk rock praying mantis. Kemo has no friends, and is rarely seen outside the ring. Kemo was once under the wing of Don King, who discovered Kemo attempting to steal his car stereo outside of a White Castle. Earlier, Kemo had earned a living playing a village idiot on the summer Renaissance Fair circuit. Favorite Musical Group: Nine Inch Nails.

Rubber Jab - X
 Back at Ya - ↓ or ↑ + X
 Power Slap - → + X
 Elastic Uppercut (Left) - ← + X
 Overhead Pound - Y
 Fake & Pound - → + Y
 Elastic Uppercut (Right) - ← + Y
 All Corners - A
 Fierce All Corners - ↓ + A
 Step & Tap (Left) - → + A
 Backward Fury - B
 Righteous Hook - ↑ + B
 Step & Tap (Right) - → + B
 Cower - X + A
 Chicken Wings - Y + B

Specials

War Cry - ←, → + X
 Arrowhead Punch - ←, ← + X
 Shaman Punch - ←, ←, → + Y
 War Path - ←, ←, → + Y, B, A, X
 Bow & Arrow - ←, → + X, ← + X
 Rumble Flurry - A + B



Lulu Valentine

Hometown: Seattle, Washington
Age: 21

Weight: 105
Height: 5' 2"
Reach: 64"

Don't be deceived by her size, this little lassie is actually quite the warrior. Whether she be layin' a beat down with Spoon Man or surfin' the crowds at the Crocodile, Lulu Valentine keeps the smell of teen spirit alive with the grungiest boxing style in Ready 2 Rumble. Most boxers struggle when fighting Lulu. Her petite size and incredible speed combine to create a frustrating package that isn't afraid to knock you out. Rock on, Lulu. Rock on.

Sweet & Petite - X
 Running Clobber (Left) - ↓ or ↑ + X
 Double Time - ← + X
 Spinning Soundgarden - (close) ← + X
 Speedy Uppercut - → + X
 Uppercut - (close) → + X
 Nirvana Shotgun - Y
 Running Clobber (Right) - ↓ or ↑ + Y
 Monster Smash - ← + Y
 Power Uppercut - → + Y
 Side Uppercut - (close) → + Y
 Navel Knocker - A
 Rock Rocker (Left) - ↓ or ↑ + A
 The Juggulator (Left) - → + A
 Spin Navel Knocker - B
 Rock Rocker (Right) - ↓ or ↑ + B
 The Juggulator (Right) - → + B
 Cartwheel - X + A
 Go Diva - Y + B

Specials

Backhand - →, ← + Y
 Triple Uppercut - ←, ←, → + Y
 Rumble Flurry - A + B



Nat Daddy

Hometown: Las Vegas, Nevada
Age: 25
Weight: 265
Height: 6' 9"
Reach: 100"

Nat Daddy is the people's champ. Everybody loves this guy. Even cats and dogs look up to him. He's always smiling, he has "mom" tattooed on his arm, and he TKOs

opponents with one of the most obscure fighting styles since Mike Tyson's bulldog appetite rocked the boxing nation. Nat Daddy has an incredibly long reach and a fairly powerful left hook. He wants opponents to punch him in the face, but is quick to counter when a blow is targeted at his pearly whites.

- Lazy Left - X
- Lackadaisical Uppercut - → + X
- Lefty Lefty - ↓ or ↑ + X
- Bum Rush - Y
- Pain Express - ↓ or ↑ + Y
- Corporate Uppercut - → + Y
- Overhand Thunder - ← + Y
- Knee Buster - A
- Left-O-Matic - ↓ or ↑ + A
- Package Checker - → + A
- Up the Abs - B
- A.O.P. Assassin - ↓ or ↑ + B
- In & Out - → + B
- Earth Shaker - X + A
- Ballerina - Y + B

Specials

- Jackhammer - ←, → + Y
- Dropping Bombs - ←, → + Y
- Power Trip - →, ←, → + B
- Rumble Flurry - A + B



Rocket Samchay

Hometown: Bangkok, Thailand
Age: 23
Weight: 165
Height: 6' 2"
Reach: 78"

Rocket Samchay lives a mysterious life. To this day, no one knows exactly where he came from, or how he got started in the boxing world. Rumors have been flying around the league that Rocket Samchay was once a kick boxer, but lost the ability to compete when his foot was crushed by a two-ton gorilla at a special San Diego Zoo kick-boxing tourney. Rocket Samchay is really into the combo attacks, and he's not afraid to cheat and use his elbows to land a few blows.

- Quick Jab - X
- Overhead Bash - ↓ or ↑ + X
- Crazy Uppercut - ← + X
- Step & Jab - → + X
- Pumpin' Punch - Y
- Thai Hook - ↓ or ↑ + Y
- Forehead Crunch - ← + Y
- Stab - A
- Hook (Left) - ↓ or ↑ + A
- Trouble in Belladise - → + A
- Tight Tuck - B
- Hook (Right) - ↓ or ↑ + B
- The Dominator - → + B
- The Champ - X + A
- Duck Taunt - Y + B

Specials

- Rocket Launcher - →, ← + X
- Elbow Smash (Right) - ←, → + X
- Elbow Smash (Left) - ←, → + Y
- Double Trouble - ←, → + X, ← + Y
- No Trouble - →, ←, → + B
- Bangkok Express - →, ←, → + B, Y
- Rumble Flurry - A + B



Salua

Hometown: Waipahu, Oahu
Age: 33
Weight: 358
Height: 6' 0"
Reach: 77"

Blubber can go a long way in boxing. Just look at Salua. He's as slow as a sloth, as dumb as an ox, and as obnoxious as Paulie Shore. Salua can take the worst of punishment, and he really only needs to land a few blows on the competition to get the upper hand. Both his head and gut are protected by gobs of fat, so he really has no weak spot. Just keep hitting this Jabba wannabe, and you'll eventually bruise a vital organ. Get ready for a rumble bumblin' match! Favorite Band: Alvin and the Chipmunks.

- Straight Jab - X
- Wide Hook - ↑ + X
- Short Hook - ↓ + X
- Flubber Fist - ← + X
- Hidden Uppercut - (close) → + X

- Hula Tula - Y
- Quick Hook - ↑ + Y
- The Wai Ki - ↓ + Y
- Skull Smasher - ← + Y
- Running Uppercut - → + Y
- Below the Belt - A
- Fat Sweep (Left) - ↓ or ↑ + A
- Belly Bruiser (Left) - → + A
- Mr. Fisto - B
- Fat Sweep (Right) - ↓ or ↑ + B
- Belly Bruiser (Right) - → + B
- Butter Man - X + A
- Big Target - Y + A

Specials

- Pork Chop - ←, → + Y
- All You Can Eat - →, ← + X
- Gut Buster - →, ←, → + B
- Monster - ↓ + A, →, ← + X
- Rumble Flurry - A + B



Selene Strike

Hometown: Brasilia, Brazil
Age: 24
Weight: 130
Height: 6' 2"
Reach: 80"

She's not packin' a pistol, but rest assured, Selene Strike is still packin' heat. This broad has fists made like bullets, and a body made of iron. Selene loves countering, and packs an explosive jab that will leave most adversaries seeing stars. Once you see her, you'll want to watch this wonder dance all day long.

- Lightning Jab - X
- Overhand Smash - ↓ or ↑ + X
- Stylin' Uppercut - ← + X
- Powercut - Y
- Head Turner - ↓ + Y
- Step & Strike - ↑ + Y
- Brain Bruiser - ← + Y
- To the Moon - → + Y
- Jolly Punch - A
- Blocking Hook - ↓ or ↑ + A
- Slide & Stab - → + A
- Fakie Jab - B
- Low Blow - ↓ or ↑ + B
- The One Two - → + B
- Backflip - X + A
- Get Busy - Y + B

Specials

- Rush - (Must be far from opponent) →, →
- No Love - ←, → + B
- Rejection - →, ← + Y
- Superwoman - ←, → + X
- Cold Shoulder - ←, →, → + A
- Rumble Flurry - A + B



Tank Thrasher

Hometown: Guntersville, Alabama
Age: 26
Weight: 290
Height: 6' 4"
Reach: 80"

As the name implies, this guy is a boxing machine. Mr. Thrasher isn't the fastest lad in the world, and he's not too bright either. But holy Toledo! This guy can pack a wallop with more force behind it than the Sith. Word has it Tank Thrasher is fond of noodles and Chevy Chase films.

- Sloth Punch - X
- Blitz - ← + X
- Nose Bleeder - → + X
- Earth Shaker - ↓ or ↑ + X
- Over-Extended Jab - Y
- Le Tardo - ↑ + Y
- Heel to Fist - ↓ + Y
- Over the Top - ← + Y
- Tiring Punch - → + Y
- Sloth Gut Shot - A
- Hidden Delight (Left) - ↓ or ↑ + A
- Duck & Punch (Left) - → + A
- Tummy Tucker - B
- Hidden Delight (Right) - ↓ or ↑ + B
- Duck & Punch (Right) - → + B
- No Hurt - X + A
- Huh? - Y + B

Specials

- Bum Rush - (Must be far from opponent) →, →
- Crash Test (Left) - →, → + X
- Crash Test (Right) - →, → + Y
- Shameless (Left) - →, → + A
- Shameless (Right) - →, → + B
- Tenderizer - ←, → + B
- Rumble Flurry - A + B

Nintendo 64

Monster Truck Madness 64

Enter this code at the codes menu.
Low Rider Trucks – YRDR
 Enter all of these level codes at the codes menu.
Ruins – GKGH[↑]G[Star][←]
Junk Yard – JGJKLJP[Star]
The Heights – MSMN[→]M7QW
Voodoo Island – PKPQRP[↑]T793
Greenhill Pass – SKST[Star]SDW[↑]C61R
Wasteland – VOVXVVGZDF9463R
Aztec Valley – YGY209YJ2G[←]C796462
Alpine Challenge – 101231M5JLF[↑]C979S0D
Death Trap – 404564P8M[→][←]DFC[↑]CV32KC

Janus McFolie
Pittsburgh, PA

Superman

Multiplayer Level – Before you start, make sure that you have two controllers plugged in. Begin a new game and configure the multiplayer fight options to 2-player, Solo, Town, and 5 minutes. Now, select characters and start a game in Multiplayer mode. Quit to the Main menu, then press **B**. At this point the New Game option should be highlighted. Press **A**, select 1-player, then press **Left Button, B, A** when prompted to use a Rumble Pak. If done correctly, the game will begin in the Town. By the way, once this code works, you can't control Supes, or see him. What a great game!

Mr. Goober Doober
San Diego, CA

BattleTanx

By popular demand, here are all of the BattleTanx codes. Enter all of these cheats at the Password screen.
Storm Ravens – WMNRSMRTR
All Gangs – LTSLTSGNGS
Invincibility – MSTSRV
Invulnerability – CRSTLCLR
Frog Storm – FRGZ
Toad Gang – TDZ

Donald Sutherland
Ten Lakes, TN

Mortal Kombat 4

Cheat Menu – In the Options, highlight Continues, then hold Run and Block for 10 seconds. Doing this will bring up the Cheat Menu that holds easy Fatalities. To perform the easy Fatality, get close to the opponent and press **Down**, then High Punch.

Play as Johnny Bond – At the Character Select screen highlight Johnny Cage and press and hold Start. Now hit **Up C** three times and enter the match. Johnny will be in Bond's tuxedo and his weapon will now be a gun. Press F, D, F, LK to bring out the gun.

Play As Goro – At the Character Select screen go to the Hidden option then press **Up, Up, Up, Left** (so the cursor is on Shinnok). Press Run and Block together to play as this big four-armed dork.

Play As Meat – Simply beat all 16 fighters in the Group mode.

Play As Noob Saibot – At the Character Select screen go to the Hidden Option then press **Up, Up, Left** (so the cursor is on Reiko.) Press Run and Block together to play as little Nooby. Hitting **Start** and **Up C** will bring up additional costumes, like a reaper outfit!!!

Wataru Pengi
Sarasota, FL

In-Fisherman Bass Hunter 64

Enter all these codes at the Cheat Codes screen under the Options screen.

All Lakes – ALLDLAKES
Extra Money – ALLDCASH
No Tourney Penalties – NOPENALTY
Win Tourney – IWINIWIN
Easy Tourney – GIMMEDFISH followed by IWINIWIN
Large Fish – MONDOFISH
Less Fish – WHEREDFISH
Al Linder Fish – FISHMAN
Easy Fish – SUPERLURE
Active Fish – HAPPYFISH
Full Livewell – GIMMEDFISH
Fast Boat – HYPERBOAT
Slow Boat – WHATADRAG
Tub Boat – RUBADUBDUB
No Snags – BAGDSNAGS
Unbreakable Line – SUPERSTRING
Big Heads – HEADADBIGA

Jonathan P. Storm
Buttmunch, MN

Cruis'n USA

Hidden Vehicles – At the Car Select screen press and hold **Up C, Left C, and Down C** to bring up the Police Car, School Bus, and Jeep.

Bonus Vehicles – Beat the game and you'll be rewarded with a faster model of the vehicle you choose. Note: This code works for every car, even the hidden ones.

Bonus Tracks – At the Track Selection screen hold the button sequences listed below for the track you desire.

Golden Gate Park – Left C, Down C, Left Button
Indiana – Up C, Right C, Left Button
San Francisco – Right C, Down C, Left Button

Daria Washington
La Vada, NM



Virtual Pool 64

Rotate CPU Cue Stick – While the CPU is up to bat, press the **Right Button** to pan to the overhead view. From this angle the CPU stick can freely be rotated.

Free Reshot – This trick only works against CPU opponents. To reshoot a shot with the same angle, but a different strength, wait until the computer takes its turn, then press Left to enter the Replay mode during the CPU's turn. Now, quickly hold the **Right Button** to pan to the overhead view before the replay begins. At this point, hold **A** and reshoot!

Extra Rating Points – Beat a CPU opponent, then view the replay. Every time you view this replay, your rating points will increase.

"The Scarecrow"
Burnt Hills, NY

Mission: Impossible

Enter all of these codes at the Mission Selection screen. If entered correctly you'll hear, "Ah, that's better."

Invincibility – Right Button, Z, Down C, Right Button, Down C
Unlimited Ammunition – Up C, Z, Left C, Z, Left Button
Mini-Rocket Launcher – Right Button, Left Button, Left C, Right C, Down C

"Paul, The Lame Professor"
Stupidheadville, MN

code of the month

Mario Golf

Code Entry Screen – Highlight the Clubhouse option on the Main menu and simultaneously press **Z, Right Button, and A**. Enter the code below at the Code Entry screen.
NP Mario Cup – KPXWN9N3

Alternate Costumes – At the Character Select screen hold **Up C, Left C, Down C, or Right C** to select one of four different costumes for your character.

Golf Left-Handed – At the Character Select screen hold the **Left Button** when choosing a golfer to change to the other side of the ball.

Taunts – Press **Left C, Right C, Up C, or Down C** during an opponent's turn to say four different wacky lines.

Compliments – Press any direction on the directional pad during an opponent's turn to say four different lines of praise.

"Virtual Gap Boy 2000"
Phoenix, AZ



ENTER TO WIN!
 Send in your codes and passwords, and if we choose your entry as Code of the Month you'll win a wonderful prize from the Game Informer Vault! All other entries printed within these hallowed pages will receive a Secret Access T-shirt.

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 Game Informer Magazine
 10120 W. 76th Street
 Eden Prairie, MN 55344

E-Mail:
 secretaccess@gameinformer.com

Playstation

NCAA Football 2000

Enter all these codes at the Secret Codes screen. Note: Invalid or incorrect entries can lead to the game crashing, so type carefully!

- Disable Pre-Play TV Style Cameras – K3G3UHF10CCG0
- Easier JV Mode Difficulty – Q209AH60A0
- Easier All-American Mode Difficulty – S3GCAH05000G0
- Disable Demo Auto-Start – VBGIN62008041
- All Exhibition Stadiums – STADSGALORE
- Maximum Recruiting Points – STAFFUP
- Super Stats Team – UNSTOPPABLE
- Always Catch Ball – GIMMEDABALL
- Always Intercept – PIXGALORE
- Always Tackle – BRICKWALL
- Long Kicks – ICBM
- Knock Down Referee (1 Point) – BADCALL
- Faster Daylight Effects – TIMEFLIES
- View CPU Plays – MINDREADER
- View Intro – BIGSCREEN
- View Entire Rankings – CONTROVERSY
- '46 Notre Dame – GOLDPAIN
- '47 Army – INSIDENOUTSIDE
- '57 Notre Dame – STREAKOVER
- '57 Oklahoma – FORTYSEVENNONE
- '62 USC – FIGHTFORTROY
- '62 Wisconsin – BUCKY
- '65 UCLA – REVENGE
- '66 Notre Dame – TAKETHETIE
- '67 UCLA – PRESSBOX
- '67 USC – WHITEHORSE
- '68 USC – NICERUN
- '69 Arkansas – WOOPIGSOEY
- '69 Texas – TEXASFIGHT
- '70 Ohio State – BRUTUS
- '71 Nebraska – GAMEOFCENTURY
- '71 Oklahoma – SCHOONER
- '73 Alabama – PLAYTHEPASS
- '74 USC – RALLY
- '75 Arizona State – DEJAVU
- '76 Georgia – HEDGES

- '78 Alabama – GOALLINESTAND
- '79 USC – MVPRUN
- '81 Clemson – TOUCHTHEROCK
- '82 Cal – THEPLAY
- '82 Georgia – SICEMDAWGS
- '83 Nebraska – GOFOR2
- '84 Boston College – MIRACLE
- '85 Alabama – BLOCKTHATKICK
- '85 Auburn – SMARTBACK
- '86 Miami – FATIGUES
- '86 Penn State – LINEBACKERINT
- '87 Miami – MONSTERD
- '87 Oklahoma – SLOWSTART
- '88 Notre Dame – LEPRECHAUN
- '88 UCLA – LBBRUINS
- '88 West Virginia – HURTQB
- '89 Colorado – MISSEDCANCES
- '89 Notre Dame – LIFTOFF
- '91 Miami – SHUTOUT
- '91 Michigan – NICEPOSE
- '91 Washington – WILDDOGS
- '92 Alabama – REALMENPLAYZONE
- '92 Miami – TOOTALENTED
- '93 Florida State – TOMAHAWK
- '94 Miami – RUNOUTSIDE
- '94 Nebraska – STEAMROLLER
- '94 Oregon – GREENGANG
- '94 Penn State – ALMOSTNO.1
- '96 Florida – PUTINLARRY
- '96 Florida State – GETTHEQB
- '97 Nebraska – CORNFED
- '97 Michigan – SPLITVOTE
- '97 Tennessee – SMOKEY
- '97 Washington State – TURNOVER
- Tiburon Team – LASERBEAMS
- EA Sports Team – INTHEGAME

Touchdown Celebrations

Enter these commands moments after your player runs into the end zone.

- Heisman Pose** – Hold L1 + L2 and repeatedly tap ✖.
- Ball Spike** – Hold L1 + L2 and repeatedly tap ●.
- Muscle Flexing** – Hold L1 + L2 and repeatedly tap ■.
- Backflip** – Hold L1 + L2 and repeatedly tap ▲.
- Spin the Ball** – Hold L1 + L2 and repeatedly tap R1.

Mark "I Like Cows" Besset
Scottsbluff, NE

Ehrgelz

Hidden Intro – Load a game and don't press any buttons until the introduction sequence plays four times. After this, enter the Movie Player menu and highlight the Opening Movie. Now, press **Right Button** to access the Extra Opening.

"The Rhino"
Toledo, OH

Legacy of Kain: Soul Reaver

Unlock Debug – Pause the game and then Hold L1 or R1. Now enter in the word UNDERWORLD with the control pad. Use the first letter of compass directions, up, down, left, and right, plus the circle button to decipher it. If that's too confusing, here it is: **Up (x2), Down, Right (x2), Left, ●, Right, Left, Down.**

Tony Twist
New York, NY



Street Skater

Enter all these codes at the Main menu. Upon correct code entry, you will hear some freak scream "Yeah!"

- Unlock Sarah** – Left (x2), ■, Right (x2), ●, R1(x2)
- Unlock Bonobo** – Right, ●, Left (x2), ● (x2), ■ (x2)
- Unlock Mick** – Left, Right, ●, ■, R2, L1, L2, R1
- All Boards** – Right (x2), R1, R2, Left (x2), L1, L2
- Open All Gates & Mirrored Courses** – Right, ●, ■, Left, ■, ●, R1, L1

Tommy Hilltoe
Albany, GA

Croc 2

Enter all three of these adorable codes at the Title screen.

- Cheat Mode** – Hold L1 and press ▲, Left (x2), Right, ■, Up (x2), Left, ●. Then during gameplay simultaneously press L2 and R2.
- Nine Hearts** – Hold R1 and press Left, Left, Down, ●, ■, ■.
- Infinite Lives** – Hold L1 and press ●, Down, Left, Up, Right, ▲, Down.

"Priscilla, Queen of the Crocodiles"
Los Angeles, CA

WWF Attitude

- Hidden Characters** – Win at these PPVs during Career mode with any character on any difficulty:
- In Your House** – Sable, Marc Mero & Trainer
- King of the Ring** – Kurrgan & Taka
- SummerSlam** – Sgt Slaughter & Shawn Michaels
- Survivor Series** – Jacqueline & Chyna
- Royal Rumble** – Jerry Lawler & Paul Beazer
- WrestleMania** – Head
- Hidden Features** – Repeat the strategy used for the characters, but this time around, win these titles:
- European Title** – New Custom Stuff & Squeaky cheat
- I-C Title** – More Attributes & Big Head cheat
- WWF Title** – Bleep Mode & Ego cheat
- Alternate Outfits** – At the Character Select screen hold either L1, L2, or R2, then press ✖ on the desired character.

Chris L. Brown
Bridgeton, MO



NFL Xtreme 2

Enter all these codes as names at the Player Creation screen. After inputting the desired code, select the Quick Start option and begin a new game.

- Aircraft Carrier Field** – AIRCRAFT CARRIER
- Egyptian Field** – EGYPT SPHINX
- Lunar Field** – LUNAR FIELD
- Pool Table Field** – POOL TABLE
- Urban Field** – CITY SCAPE
- Reversed Animation** – LAMEBOY LENNY
- Big Players** – BIG BEN
- Small Players** – TINY TOM
- Big Head Mode** – BIGHEAD BOBBY
- Squish Head Mode** – COINHEAD COREY
- Extended Neck Mode** – GEORGE GIRAFFE
- Big Arms** – MONKEY MICKEY
- Tiny Arms** – SHRIMPY SEAN

"The VidMan"
Uptown, MN

Madden NFL 2000

- More Injuries** – PAINFUL
- Old West Stadium** – WILDWEST
- David Versus Goliath** – MINIME
- EA Sports Stadium** – ITSINTHEGAME
- Marshalls (Fantasy Team)** – COWBOYS
- No Interceptions** – EXPRESSBALL
- All '60s Team** – MOJOBABY
- All '70s Team** – LOVEBEADS
- '81 Chargers** – BUILDMONKEYS
- '81 Dolphins** – 15MOREMIN
- '76 Patriots** – HACKCHEESE
- '76 Raiders** – GAMMALIGHT
- '97 Broncos** – EARTHPEOPLE
- '97 Packers** – TUNDRA
- '85 Bears** – DOORKNOB
- '85 Dolphins** – CHICKIN
- '90 Bills** – SPOON
- '90 Giants** – PROFSMOOTH
- '86 Broncos** – BLUESCREEN
- '86 Browns** – KAMEHAMEHA
- '88 49ers** – CALLMESALLY
- '88 Bengals** – PTMOMINFOGET
- '72 Raiders** – GETMEADOCTOR
- '72 Steelers** – DONTGOFOR2
- '95 Colts** – PREDATORS
- '95 Steelers** – STEAMPUNK
- Club QB** – QBINTHECLUB

Arlis Martin
Cleveland, OH

Monster Rancher 2

Here's a listing of monsters found, raised, and loved by the Game Informer staff. We recommend that you take a look at the monsters produced by Tenchu, Metal Gear, and Monster Rancher. Like us, you are surely scouring the earth for every monster. This list should help a tad but, of course, this process is still going to be long and grueling. Please keep in mind, some of the discs we used contain vulgar language, and no, we're not talking about naughty words like fart and poop. Think more along the lines of #!*@, %&!@, and &!@\$. So naturally, ask your parents for permission before getting these discs. Also remember, some of these monsters can be produced by other discs, we just happened to find them on the ones listed below. Just try all of your games and music discs and you may find some gems. As we speak, a complete Monster Rancher 2 CD and combination list is being compiled and will hopefully be printed in one of the upcoming issues. Stay tuned, but don't hold your breath for it.

5	Granity	Star Wars: Dark Forces
6	Dixie	Jet Moto 2
23	Poison	Matrix (Movie Soundtrack)
24	Kasumi	Dead or Alive
25	Mia	Shania Twain: The Woman In Me (Music Disc)
53	Color Pandora	Melvins: Houdini (Music Disc)
66	Egg Plantern	Austin Powers: Spy Who Shagged Me (Movie Soundtrack)
75	Skeleton	Guns & Roses: Appetite for Destruction (Music Disc)
111	Forward Golem	Tecmo Super Bowl
129	Shell Saurian	No Alternative (Music Disc)
131	Zebra Saurian	Zebrahead: Waste of Mind (Music Disc)
144	Ruby Knight	Third Eye Blind (Music Disc)
145	Kokushi Musoa	Mulan (Movie Soundtrack)
146	Renocraft	Scratch Acid: The Greatest Gift (Music Disc)
150	Mustard Arrow	The Sound of Gran Turismo (Soundtrack)
157	Tiger	Fu Manchu: In Search of... (Music Disc)
166	White Tiger	Dances With Wolves: (Movie Soundtrack)
168	Draco Hopper	Soul Coughing: El Oso (Music Disc)
179	Frog Hopper	Al Green: Greatest Hits (Music Disc)
181	Rocky Fur	NASCAR 99
182	Scaled Hare	Diablo
186	Four Eyed	Lunar: Silver Star Story (Making Of)
192	Kung Fu Hare	Rush Hour (Movie Soundtrack)
215	Happy Mask	Backstreet Boys: Millennium (Music Disc)
223	Ninja Kato	Tenchu: Stealth Assassins
228	Deluxe Liner	Titanic (Movie Soundtrack)
233	Ultrari	The X-Files: Songs in the Key of X (Music Disc)
239	Swimmer	Nirvana: Nevermind (Music Disc)
241	Cinder Bird	Backdraft (Movie Soundtrack)
243	Chef	Blink 182: Enema of the State (Music Disc)
250	Melon Suez	PaRappa the Rapper
257	Red Eye	Built To Spill: Keep It Like a Secret (Music Disc)
261	Silver Suez	TLC: Fan Mail (Music Disc)
263	Birdie	Tiger Woods '99
284	Sueki Suez	Monster Rancher
282	Caloriena	Tecmo Stackers
283	Mocchini	Tecmo's Deception
272	Pithecan	Flintstones (Movie Soundtrack)
273	Manna	Lunar: Silver Star Story (Soundtrack)
278	Moncchi	Monster Rancher 2
290	Bloodshed	Quiet Riot: Metal Health (Music Disc)
293	Gaboo	Chocobo Racing
295	Gaboo Soldier	Metal Gear Solid (Disc 1)
296	Pink Jam	T'ai Fu: Wrath of the Tiger
297	Wall Mimic	Resident Evil 2 (Disc 2)
299	Icy Jell	Resident Evil 2 (Disc 1)
301	Noble Jell	WWF Attitude
302	Eye Jell	Resident Evil (Soundtrack Remix)
304	Chloro Jell	Twisted Metal 2
307	Purple Jell	Resident Evil 2 (Game Soundtrack)
308	Metal Jell	Terminator 2 (Movie Soundtrack)
311	Mermaid	The Little Mermaid (Movie Soundtrack)
333	Rock Plant	Rank Strangers: Consumption (Music Disc)
352	Ice Candy	Fugazi: End Hits (Music Disc)
355	Soboros	Mega Man Legends
357	Galaxy	Star Wars: Episode I (Soundtrack)
363	Tropical Ape	Fu Manchu: Eatin' Dust (Music Disc)
365	Gold Dust	The Velvet Underground: Andy Warhol (Music Disc)
369	Gibberer	Legend of Legaia
378	Express Worm	Beastie Boys: Licensed To Ill (Music Disc)
381	Stinger	Armored Core
385	Bazula	Tarzan
391	Time Noise	Kagero: Deception II

Marvel Vs. Capcom Clash of the Superheroes

Teammate Select
Select your first character, then highlight your next character. Press and hold Start, and now, select your second character by pressing and holding the button(s) for the helper teammate you want from the list below. Note: both Start and the button combination must be held before the Helper screen appears.

- Anita – LP + MP + HP
- Arthur – LP + MP
- Colossus – LP + MP + MK
- Cyclops – LP + LK + MP
- Devilot – MP + HP
- Iceman – MP + MK
- Jubilee – LK + MP + HP
- Juggernaut – LP + MK
- Lou – MP
- Magneto – LK + HP
- Michelle Heart – LP + LK
- Psylock – MK
- Pure and Fur – LK
- Rogue – LP + MP + HP + LK
- Saki – HP
- Sentinel – MP + MK + HP
- Shadow – LP + MK + HP
- Storm – LP + LK + HP
- Thor – LK + MP
- Ton-Pooh – LP + HP
- Unknown Soldier – LP
- U.S. Agent – MK + HP

"GI Droid"
(location unknown – last seen getting his vacuum tube pierced)



Enter all of these codes at the Easter Eggs screen.

- Huge Players** – GOLIATH
- Tiny Players** – FLEA CIRCUS
- Super Stiff Arm** – PISTON
- Catch Everything** – GLOVES
- Super Speed Burst** – JUICE
- Hidden Difficulty** – GD CHALLENGE
- Tall & Skinny Players** – PENCILS
- All Players Equal** – EVEN TEAMS
- No Home Penalties** – HOME COOKING
- Fast Fatigue** – WEAK
- Slideshow** – SLIDESHOW

"Virtual Gap Boy 2000"
Phoenix, AZ

Game Boy



Enter all these codes at the Password screen.

- Infinite Weapons** – DLVTRKBWPS
- Skip Levels** – DLVTRKBLVL
(During play pause and hit A + B)
- Infinite Lives** – DLVTRKBLVS
- Infinite Power** – DLVTRKBNRG
- Bird Mode** – DLVTRKBBRD
(During play hold Select and press A)

T.O.D.D.
Porodo, VT

Tarzan

Enter all these level codes at the Password screen.

- Level 3** – Vertical Lines, Vertical Lines, Maze, Swirl
- Level 4** – X, Moon, Triangles, Cross
- Level 5** – Triangles, Triangles, Moon, Vertical Lines
- Level 6** – Swirl, Maze, Cross, Triangles

Diana Florisit
Oklahoma City, OK

Lucky Luke

Enter all these level codes at the Password screen.

- Level 1** – Luke, Horse, Horse, Old Man, Luke
- Level 2** – Coyote, Horse, Luke, Old Man, Old Man
- Level 3** – Old Man, Coyote, Luke, Horse, Coyote
- Level 4** – Coyote, Horse, Luke, Old Man, Coyote

Charles Davidson
Webville, COM

NEOGEO

Pocket Tennis Color

Unlock Amiba – There's a huge secret hiding in this awesome tennis sim. Select Tournament mode and beat the tar out of the opponents. Now, select another tournament. Halfway through this grueling exercise, you'll run across a racket-swinging amoeba. Beat this opponent and it will join your ranks, and will be unlocked as a playable character.

"Daddy Fat Sax"
Memphis, TN

Dreamcast

Soul Calibur

Hidden Characters – In Soul Calibur you unlock a character or a stage each time you defeat the Arcade mode. Since Edge Master and Inferno require that you beat the game with every character, we advise that you beat it each time with a different character.

- 1st Completion = Hwang
- 2nd Completion = Yoshimitsu
- 3rd Completion = Lizard
- 4th Completion = Water Labyrinth
- 5th Completion = Siegfried
- 6th Completion = City of Water
- 7th Completion = Rock
- 8th Completion = The Colosseum
- 9th Completion = Seung Mina
- 10th Completion = Cervantes

Unlock Edge Master – Beat the Arcade mode with every character.

Unlock Inferno – Unlock every character and the alternate costume for Xianghua (see Art section), and then defeat the Arcade mode using Xianghua in her alternate costume (hold **Y + A** when selecting her).

Museum Art Features – In the Mission Battle mode you receive points for each mission that you complete. You can then take the points to the Museum's Art Gallery and buy various pieces, some of which unlock new stages, costumes, and various modes. Here is breakdown of what each art piece unlocks:

- 002 = Art Card Category
- 003 = Mission
- 005 = Mission
- 006 = Art Card Category
- 010 = Mission
- 014 = Art Card Category
- 015 = New Feature Character Profiles (Museum mode) Added
- 018 = Art Card Category
- 019 = Mission
- 021 = New Stage Selectable
- 026 = Mission
- 027 = Mission
- 031 = Mission
- 032 = New Stage Selectable
- 037 = Mission
- 039 = Third Costume for Xianghua – Press **Y + A** on the Character Select screen
- 040 = Mission
- 045 = Art Card Category
- 054 = New Feature Exhibition Theater (Museum Mode)
- 055 = Art Card Category
- 056 = Mission
- 058 = Third Costume for Maxi – Press **Y + A** on the Character Select screen
- 060 = Mission
- 065 = Mission
- 068 = New Stage Selectable
- 070 = Third Costume for Voldo – Press **Y + A** on the Character Select screen
- 081 = Mission
- 082 = Mission

- 083 = New Stage Selectable
- 084 = Mission
- 090 = Art Card Category
- 093 = Mission
- 094 = New Feature Extra Survival Added
- 101 = Mission
- 103 = Art Card Category
- 104 = New Stage Selectable
- 106 = Mission
- 116 = Mission
- 117 = Mission
- 122 = Mission
- 123 = New Stage Selectable
- 126 = Art Card Category
- 130 = New Stage Selectable
- 132 = Mission
- 134 = Mission
- 137 = Opens Taki's Martial Arts Demonstration
- 143 = Mission
- 148 = Mission
- 149 = Art Card Category
- 155 = Opens Voldo's Martial Arts Demonstration
- 159 = Art Card category
- 167 = Third Outfit for Sophitia – Press **Y + A** on the Character Select screen
- 169 = Mission
- 177 = Opens Astaroth's Martial Arts Demonstration
- 178 = Mission
- 179 = New Feature Opening Direction (Museum Mode) Added
- 180 = Mission
- 182 = Mission
- 183 = Opens Hwang Sung Kyung's Martial Arts Demonstration
- 188 = Mission
- 189 = Opens Siegfried's Martial Arts Demonstration
- 198 = Open's Sophitia's Marital Arts Demonstration
- 199 = Mission
- 203 = Art Card Category
- 207 = Opens Maxi's Martial Arts Demonstration (Dual Nunchaku)
- 215 = Mission
- 217 = Art Card Category
- 224 = Metal Model Mode - Pull the R Trigger while selecting a character
- 225 = Opens Rock's Martial Arts Demonstration
- 229 = Opens Seung Mina's Martial Arts Demonstration
- 230 = Opens Cervantes' Martial Arts Demonstration
- 233 = Opens Edge Master's Martial Arts Demonstration
- 251 = Opens Lizardman's Martial Arts Demonstration
- 256 = Opens Yoshimitsu's Martial Arts Demonstration
- 263 = Opens Nightmare's Martial Arts Demonstration
- 265 = Weapon Select – Pull L Trigger at the Character Select screen

"The VidMan"
Upton, MN



Sonic Adventure

Note: These tips were tested on a beta version of the game and may not work on the finished product.

2-Player Game – While playing as Sonic, a second controller can be used to control Tails.

Full Pause Screen – Pause the game and press **Y + X**.

Play as Super Sonic – Beat the game with all six characters to unlock this yellow speed demon.

"GI Pleasure Droid"
(location unknown – last seen under Matt's shirt as he fled the GI office)



King of Fighters Dream Match '99

Full Pause Screen – During gameplay pause the game, and then simultaneously hit **X + Y**.

Teammate Help – Hold **Y** when selecting the fighting order of a match and note the small circular faces that appear. All characters must be either neutral or friendly (white or yellow). If your fighter is stunned in the match, hold **X + Y + A** to have another teammate enter the fray.

Alternate Outfits – At the Character Select screen, highlight a character, then hold **Start** and press **A, B, X, or Y** to unlock an alternate costume. **Note:** This does not work for every character.

Sammy Sosa
Green Bay, WI

game's index

Codes found in this issue:

Battle Tanx	+
Croc 2	+
Cruis'n USA	+
Ehrgeiz	+
In-Fisherman Bass Hunter 64.....	+
King of Fighters Dream Match '99	+
Legacy of Kain: Soul Reaver	+
Lucky Luke	+
Madden NFL 2000	+
Mario Golf	+
Marvel Vs. Capcom	+
Clash of the Superheros	+
Mission: Impossible	+
Monster Rancher 2	+
Monster Truck Madness 64	+
Mortal Kombat 4	+
NCAA Football 2000	+
NFL Game Day 2000	+
NFL Xtreme 2	+
Pocket Tennis Color	+
Sonic Adventure	+
Soul Calibur	+
Street Skater.....	+
Superman	+
Tarzan	+
Turok 2	+
Virtual Pool 64	+
WWF Attitude	+

STILL STUCK?

These lines may not have information for all titles. If you're under 18 be sure to get your parent's permission. All calls cost between \$.95 and \$1.25 per minute.

Acclaim

516-759-7800

Capcom

900-976-3343

Electronic Arts

900-288-4468

GT Interactive

900-225-5248

Konami

900-896-4468

LucasArts

900-740-5334

Midway

903-874-5092

Nintendo

900-288-0707 (Game Counseling)

425-885-7529 (Automated)

Sony

900-933-7669

Square Soft

900-407-KLUE(5583)

THQ

900-370-4468

CLASSIC G

gaming from the past to the present

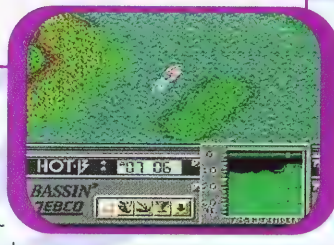
Super Black Bass

SNE8



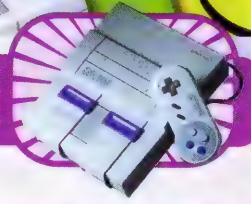
Availability: Common
Replay Value: Moderately High
Similar Games: Bassin's Black Bass (SNES), Bass Master's Classic (SNES), Bass Tournament USA (SNES), Black Bass (NES)
Access Tip: See Classic Codes
Overall: 8.5

Fishing isn't for everyone. Not only do fishing fanatics have to learn to go off the side of the boat (and not into the wind), but they have to have a lot of patience and skill. Gamers need a lot of the latter when playing Super Black Bass – one of the best fishing video games ever made. Released in 1992, SBB was the 16-bit follow-up to the very popular 8-bit game, Black Bass. The essence of this game is to learn each of the four lakes and find the spots where the hawks hang. Beneath docks, next to sunken logs, and deep in the weed bed are just a few of the many hideouts you'll come across. Even then, you'll have to note weather conditions and use one of eight lures in various colors. Obviously, the fun really starts when you hook into a beast. Some fish take many minutes to land, and there'll be lots of stories about the big one that got away. Super Black Bass is still a very entertaining game.



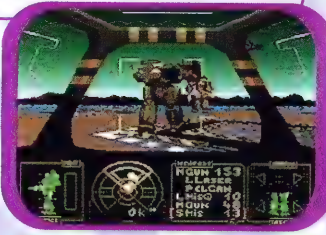
Mechwarrior

SNE8



Availability: Common
Replay Value: Moderate
Similar Games: Mechwarrior Series (various platforms)
Access Tip: See Classic Codes
Overall: 8

Since this title is a licensed FASA product we can use the word "mech" to our hearts' content. Mech, mech, mech... With that out of the way, Mechwarrior was the first in Activision's long-running series. Hitting the SNES in 1992, this game utilizes some of the flashy Mode 7 and scaling features that were all the craze back in the 16-bit days. The game is primarily action with a little adventure mixed in. Starting out as a rookie pilot, you are a contract worker who takes on perilous duties for money. The money is then used to upgrade your existing mech or to buy one of six other machines. Missions will require you to accomplish various objectives, with the primary task being the destruction of enemy mechs. On the down side, the graphics are a little choppy and the game is fairly difficult because of that. Yet, Mechwarrior is probably the best game of this style for the SNES.



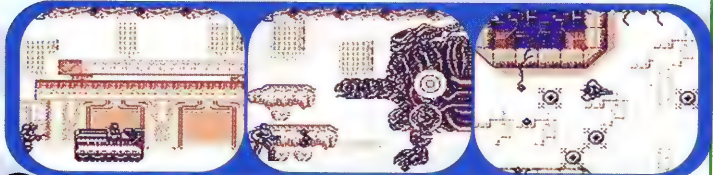
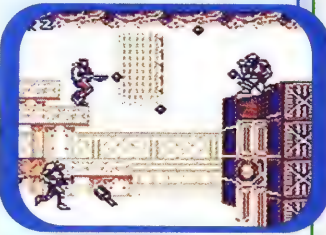
Contra: The Alien Wars

Game Boy



Availability: Common
Replay Value: Moderate
Similar Games: Operation C (GB), Contra I & II (NES), Contra III (SNES)
Access Tip: See Classic Codes
Overall: 8.75

Konami's classic Contra series began at the arcades in 1987 and has continued on to this day. Although the more recent games are not what they once were, let us reflect on the past. In 1994, Konami released Contra: The Alien Wars – the second installment for the Game Boy. Contra has always been about shooting everything in sight, which holds true for this game. Alien Wars does stray from the side/top scrolling concept of the originals by including some overhead perspective levels. The game also includes vehicles such as an armored tank. With plenty of power-ups (including the devastating heat seekers), Contra: The Alien Wars is a fantastic action game that should be in everyone's Game Boy collection.



Super Black Bass – SNES

- Lake Passwords
- Clear Lake – HJR222P5Z5H1F 9PBRL33171319
- Lake Murphy – HNR222P5Z5P1F 9PJDL531V3L3R
- Bluestone – H5P5Z5R222B3L 9JN7H731FT11J

Battletoads and Double Dragon – NES

- 5 Lives – At the Player Select screen, hold Up + A + B and then press Start.

- Zone 5-1 – DTNZZ
- Zone 5-2 – KQRXH
- Zone 5-3 – JBVMF
- Zone 6-1 – VSNXD
- Zone 6-2 – GRXBS
- Zone 6-3 – WNHJP



The Adventures of Batman & Robin – Game Gear

- Level Passwords
- Level 1-3 – DCERN
- Level 2-1 – EJEZJ
- Level 2-2 – FIFA4
- Level 3-1 – GIZIQ
- Level 3-2 – ATFSV
- Level 4-1 – BQF1H
- Level 4-2 – CMKBS
- Level 4-3 – DOCJT

Mechwarrior – SNES

Invincibility – Begin a normal game and press **Start** to pause. Now press **A, L, L, Y, A, L, L, Y, A, L, L, Y**. If you entered the code correctly, the word "Invincible" will appear onscreen. Unpause the game, and your Mech is invincible. Note: You must do this prior to every mission.

Wayne's World – SNES

Stage Select – Wait 'til Wayne and Garth start singing, then press and hold **X + L + R**, then release. Next press and hold **UP + Y + B** to activate the Stage Select.

Frantic Flea – SNES

- Level Passwords
- Zone 1-2 – ZMTHT
- Zone 1-3 – GPPQW
- Zone 2-1 – DJXCT
- Zone 2-2 – WLCSN
- Zone 2-3 – RLHQZ
- Zone 3-1 – JMGVB
- Zone 3-2 – NRWPC
- Zone 3-3 – MDWQL
- Zone 4-1 – MJDSX
- Zone 4-2 – HFLNT
- Zone 4-3 – SPQNG

Contra: The Alien Wars – Game Boy

Level Skip – At the Password screen, enter **H2F2**. During gameplay, press **Start** to skip levels.

Prince of Persia – Game Gear

- Level Passwords
- Level 2 – EILGDQ
- Level 3 – HKLJFA
- Level 4 – KMLLHJ
- Level 5 – KLIKGD
- Level 6 – NNIMIM
- Level 7 – NLQLHQ
- Level 8 – NKNKGK
- Level 9 – JFFFBJ
- Level 10 – MHEHDR
- Level 11 – PINJFI
- Level 12 – MEIGBP
- Level 13 – RIKKFI
- Level 14 – RHIIJD

This is your game.



This is your game on the blink.



ANY QUESTIONS?

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PLAYER'S
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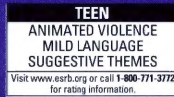


FINAL FANTASY VIII

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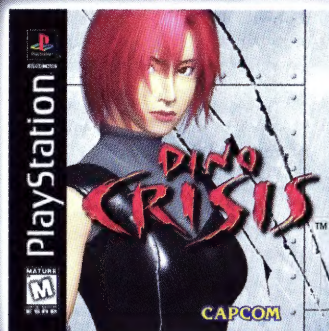


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